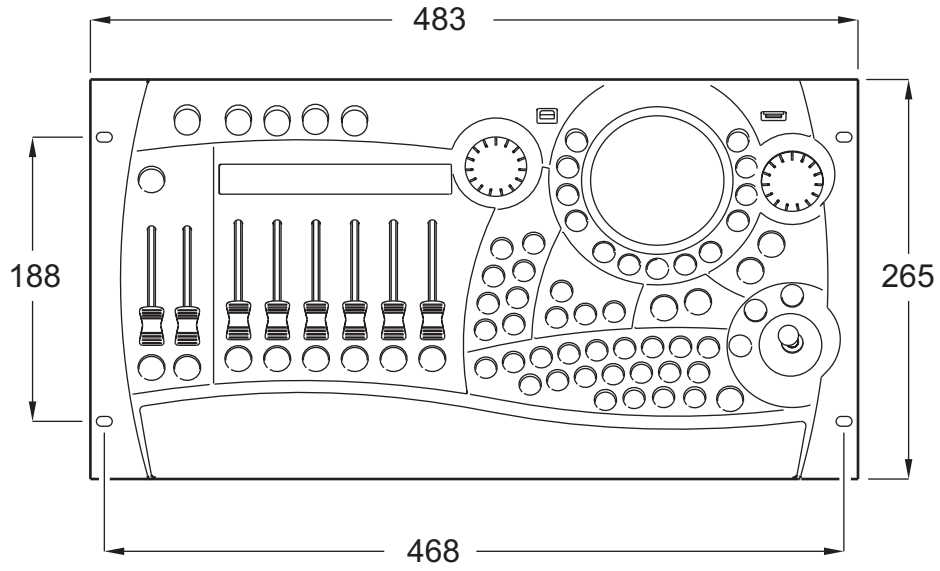
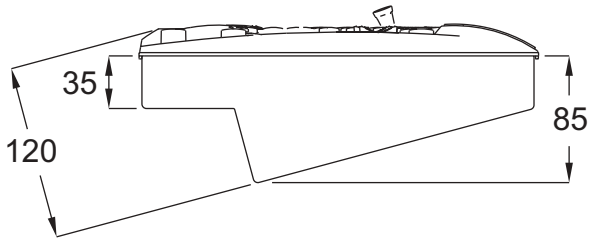
Xciter

user manual

Measurements are in millimeters:





© 2003 Martin Professional A/S, Denmark.

Printed in Denmark

This user manual has been developed by R&D International NV, Belgium on behalf of Martin Professional A/S, Denmark.

All rights reserved. No part of this manual may be reproduced, in any form or by any means, without permission in writing from Martin Professional A/S, Denmark.

The information contained in this document is subject to change without notice. Martin Professional AS makes no warranty of any kind with regard to this material, including, but not limited to, the implied warranties of fitness for a particular purpose.

Martin Profession AS shall not be liable for errors contained herein or for incidental or consequential damages in connection with the furnishing, performance or use of this material.

P/N 35000119 Revision A

Table of contents

Chapter 1. Introduction 7

1.1 Naming conventions used in this manual 7
1.2 Safety precautions 8

Chapter 2. Installation 9

2.1 Power connection 9
2.2 DMX connection 9
2.2.1 Devices 10
2.2.2 Master/slave 10
2.3 MIDI connection 10
2.4 AUDIO connection 10
2.5 I²C expansion 10

Chapter 3. Basics 13

3.1 Power on 13
3.2 Power off 13
3.3 Setup menu 13

Chapter 4. Patch 15

4.1 Physical channels and control channels 15
4.2 Fixtures 15
4.2.1 Patch an unpatched fixture number 16
4.2.2 Edit a patched fixture number 17
4.2.3 Clear patch data 18
4.3 Dimmer patch 18
4.3.1 Create or edit dimmer labels. 19
4.3.2 Create or edit dimmer devices 20
4.4 DA patch 20

Chapter 5. Fixture Library 23

5.1 Create a new fixture definition 23
5.2 Edit existing fixture definition 24
5.3 Remove fixture definition 24

Chapter 6. The Xciter philosophy 27

6.1 Xciter show elements 27
6.1.1 Cue list 27
6.1.2 Cue 28
6.1.3 Sequence 28
6.1.4 Cue scene 29
6.1.5 Effect generator 29
6.1.6 Preset 29
6.1.7 Playback 30
6.2 Use of show elements 30
6.3 Process hierarchy 30

Chapter 7. Program features 33

7.1 Device selection 33
7.2 Device range selection 33
7.2.1 Moving lights 33
7.2.2 Generic lights 33
7.3 Device groups 33
7.3.1 Moving lights 33
7.3.2 Generic lights 33
7.4 Fixture information 34
7.5 The programmer 34
7.5.1 Active versus transparent channels 34

7.5.2 Channel status indicators 34
7.5.3 The active and inactive layer of the programmer 35
7.6 Clearing channels 36
7.7 Scene/sequence editor 36
7.7.1 Insert and add scenes 37
7.7.2 Modify scene and fade time 37
7.7.3 Preview sequence 38
7.7.4 Lamp procedures 39
7.7.5 Effects 39
7.7.6 Pan / Tilt modifiers 39
7.7.7 Copy / Paste 40

Chapter 8. Store menu 41

8.1 Store as new sequence 41
8.2 Store as new cue scene 41
8.3 Store as new playback 41
8.4 Store as new preset 41
8.5 Store Current 41
8.6 Input name 41

Chapter 9. Edit menu 43

9.1 Edit Sequence 43
9.2 Edit cue scene 43
9.3 Edit playback 43
9.4 Edit preset 43

Chapter 10. Quick edit 45

10.1 Quick edit sequence 45
10.2 Quick edit sequence 45
10.3 Quick edit sequence 45

Chapter 11. Run mode features 47

11.1 Sequence transparency across cues 47
11.1.1 Transparency enabled 47
11.1.2 Transparency disabled 48
11.1.3 Precautions 48
11.2 Basic cue (run mode) dialog 49
11.2.1 Activate – deactivate sequences 49
11.2.2 Sequence trigger and step mode 49
11.2.2.1 Internal trigger 50
11.2.2.2 Manual trigger 50
11.2.2.3 Audio trigger 50
11.3 Extended cue (run mode) dialog. 51
11.3.1 Add cue scene 51
11.3.2 Add sequence 51
11.3.3 Remove elements from cue 52
11.3.4 Assign playback scenes to banks and faders 52
11.3.5 Link a playback bank to a cue 52
11.3.5.1 Audio settings 53
11.4 Store run mode settings 53
11.5 Playback controls 54
11.5.1 Activate and bounce override playbacks 54
11.5.2 Deactivate override playbacks 54
11.5.3 Auto lock 54
11.5.4 Hard lock 54
11.6 Basic cue list dialog 54
11.7 Extended cue list dialog 55
11.7.1 Add / insert cue 55
11.7.2 Add X-block 56
11.7.2.1 Delay 56
11.7.2.2 Sleep 56
11.7.2.3 Wait for go 57

11.7.2.4 Loop 57
Chapter 12. Instant manipulation features 59
12.1 Pitch control and freeze 59
12.2 Master, Master Flash and Black Out 59
12.3 DA buttons: SMK, STRB, EXT1 and EXT2 59
Chapter 13. Auto run 61
Chapter 14. User mode 63
14.1 Different modes for different people 63
14.1.1 Programmer mode 63
14.1.2 Operator (run) mode 63
14.1.3 Dummy mode 63
14.2 Changing user modes 63
14.2.1 From programmer to other 63
14.2.2 From other to programmer 64
Chapter 15. Interface configuration 65
15.1 DMX timings 65
15.2 Master/Slave Configuration 66
Chapter 16. PC software 67
16.1 Software installation 67
16.2 Firmware manager 67
16.2.1 Update IO processor 67
16.2.2 Update main processor 68
16.3 Library manager 68
16.3.1 Add a fixture definition 68
16.3.2 Update main processor 68
16.3.3 Update Xciter library 69
16.3.4 Export to lib 69
16.4 Backup / Restore 69
Chapter 17. Specifications - Xciter 71

Chapter 1. Introduction

Thank you for selecting the Martin Xciter. The Xciter is a hands-on lighting control tool for DJs and lighting operators. This lighting controller allows operators to instantly manipulate the light show via easy-to-use buttons and faders for spontaneous lighting effects. Ideal for clubs, small touring applications, even larger mobile DJs, Xciter puts programming, playback and live manipulation of light shows at your fingertips.

Instant pitch control, freeze, flash, blackout, master control and many other features are standard . Apply any effect and delay to any parameter for more advanced effects. Functions like strobe, smoke and more can be assigned to each of four programmable customizable buttons for personalized, intuitive control. Assign effects, scenes or dimmer to any of six faders and flash buttons and access them live during playback. Keep your finger on the pulse by increasing or decreasing the show speed by up to 5 times using the convenient pitch fader.

With Xciter you can control up to 20 fixtures, each up to 48 channels - max of 512 channels (soon to control up to 40 fixtures with a software upgrade). Up to 160 cues containing 4 sequences can run simultaneously. Sequences can be triggered via an internal clock, manually or via audio or BPM. Up to 10 manual override scenes can be accessed during playback.

Also incorporated are 20 general-purpose buttons so operators can select cues or fixtures directly. Xciter also includes a joystick for manual pan/tilt control. Pan/tilt effects include timing effects and 20 pan/tilt presets. Other features include direct access to dimmer channels, a master fader adjustment for general light intensity control, and easy control of generic dimmers.

Extremely easy to navigate, Xciter features an easy-to-read, blue backlight LCD display for show menu, dialogue and fader label presentation, as well as a jog wheel that makes it easy to scroll through fader pages. Connect your PC directly to Xciter via the USB connection to update fixture libraries, export/import shows, for show back up, editing, and more.

The Xciter comes with the following:

- User manual
- 5 meter (16 ft.) 3-pin XLR cable
- XLR termination plug
- 3-wire 1.5 meter (5 ft.) IEC mains cable

1.1 Naming conventions used in this manual

The following conventions are used in this user manual:

[x]	Key with label ‘x’
{x}	Soft key with label ‘x’
GP	Group/page key
MATRIX	Number and letter keys
ARROW	The previous and next keys with the arrow left and right
DA	Direct Access keys (Smoke, Strobe, Ext1, Ext2)
MF	Master fader
SMF	Sub Master Fader
MB	Master bounce
SMB	Sub Master Bounce keys
LCD1	The main LCD
LCD2	The fader LCD

SCR1	Jog wheel next to LCD1
SCR2	Jog wheel next to LCD2
CS	Cue Scene
PB	Playback
SEQ	Sequence

1.2 Safety precautions

The Xciter is not for domestic use.

Use the device only as described.

Do not expose the device to rain or moisture.

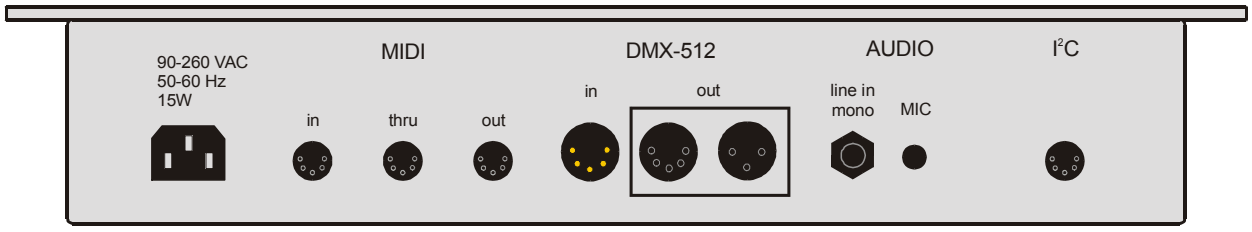
Make sure the device is properly grounded.

Do not operate the device with the cover removed.

Immediately repair or replace damaged power cords.

There are no user-serviceable parts inside; refer all service to a qualified technician.

Chapter 2. Installation



2.1 Power connection

The Xciter does not need a mains adapter. It takes main supply directly into the IEC mains connector in the following ranges:

- 90V – 260V AC
- 50Hz – 60Hz

Warning! **For protection from dangerous electric shock, the fixture must be grounded (earthed). The AC mains supply shall have overload and ground-fault protection.**

Important! **Verify that the feed cables are undamaged and rated for the current requirements of all connected devices before use.**

The Xciter comes with a 3-wire 1.5 meter (5 ft.) IEC mains cable. This may require a grounding-type cord cap that fits your power distribution cable or outlet. Consult a qualified electrician if you have any doubts about proper installation.

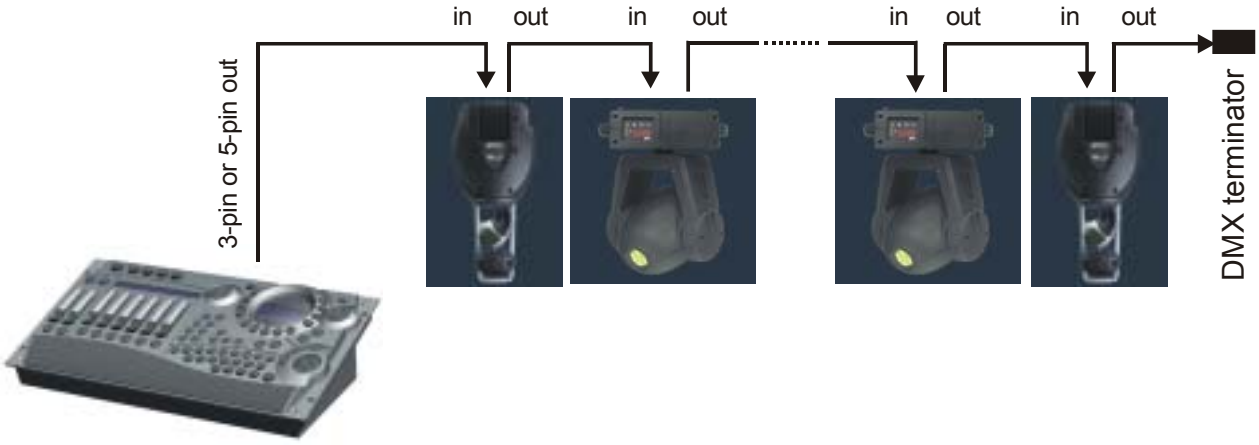
Following the cord cap manufacturer's instructions, connect the appropriate wires to ground (earth), live, and neutral. The following table below shows some common wire identification schemes.

Wire (EU)	Wire (US)	Function
brown	black	live
blue	white	neutral
yellow/green	green	ground

2.2 DMX connection

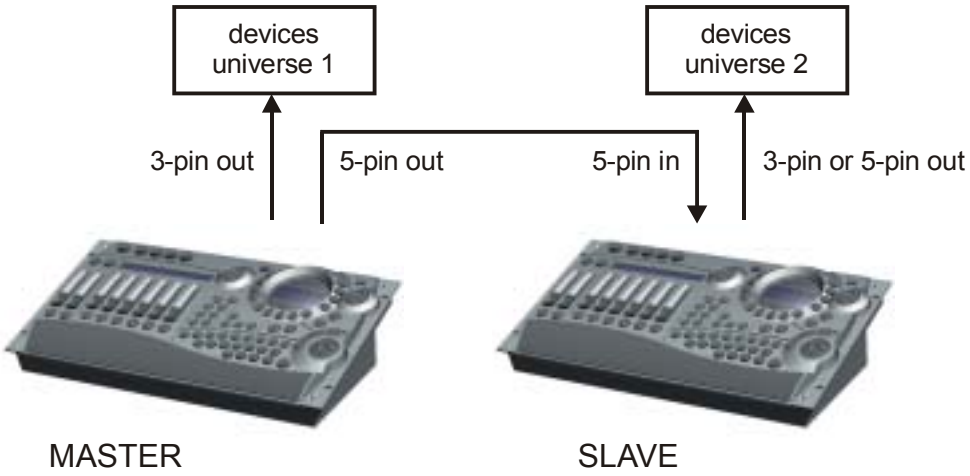
Xciter has one DMX-512 universe. On the back panel of the console you can see one 5-pin input, one 3-pin output and one 5-pin output. The 3-pin and 5-pin outputs belong to the same DMX universe but they are both buffered. This means they can be used together without violating the DMX specifications.

2.2.1 Devices



2.2.2 Master/slave

Because the 3-pin and 5-pin DMX out can be used together, you can link two consoles together and attach your devices at the same time. If you want to link more slaves to the master, you need a splitter.



2.3 MIDI connection

If you have a MIDI device to control your shows, you can connect it to the MIDI-in socket. You can also patch through via MIDI-thru. The MIDI-out will be used for future applications where the controller can send MIDI notes to other devices.

2.4 AUDIO connection

The desk also has audio triggering capabilities. There is an internal microphone if no direct audio feed is available. We recommend a direct audio line to get the best results out of the audio trigger. You can plug audio into the 6.3mm mono jack. When using the line-in, the internal microphone is switched off.

Use standard audio signals like the pre-amp output from your audio mixer to get the best results. If you want to have even more control over the audio trigger, you can place an equalizer between the audio source and the console.

Warning: DO NOT use an amplified output like the one coming from the speaker amplifier as it may damage the console.

2.5 I²C expansion

Use this connector to attach accessories to the console.

As you can see, the I²C expansion port is the same as MIDI. Connecting MIDI to this port will not damage the console.

Warning: Use Martin accessories only. DO NOT connect other devices, as this may damage the console.

Chapter 3. Basics

3.1 Power on

1. Make sure the Xciter has power.
2. Press [ON].

   The intro screens will appear on LCD1 and LCD2.

3.2 Power off

The Xciter's power off is safeguarded by a 2 second delay. Meaning you have to hold the ON button for at least 2 seconds.

Hold [ON] 2 seconds to power off.

3.3 Setup menu

The setup menu is only accessible from the start-up screen. If the Xciter is in not in programmer mode, it will ask for the password to go to programmer mode. You have to provide this password to enter the setup menu.

Hold [ESC] for 2 seconds to go to the setup menu.

Chapter 4. Patch

Before you start programming, Xciter needs to know which devices are connected to its DMX universe and how it will control them. This is where the patch comes in. To patch a device means to connect it to the Xciter controls, so you are able to manipulate it.

The Xciter controls are divided into three groups, which enable you to control up to:

- 20 fixtures.
- 20 dimmers.
- 4 direct access devices.

Press {Patch} in the setup menu to access the patch menu.

4.1 Physical channels and control channels

You will encounter the terms ‘physical channel’ and ‘control channel’ a lot in this manual. You need to know what they mean to better understand this manual.

Physical channels or DMX channels are the channels as they occur on the DMX chain. They start at channel 1 and end at channel 512.

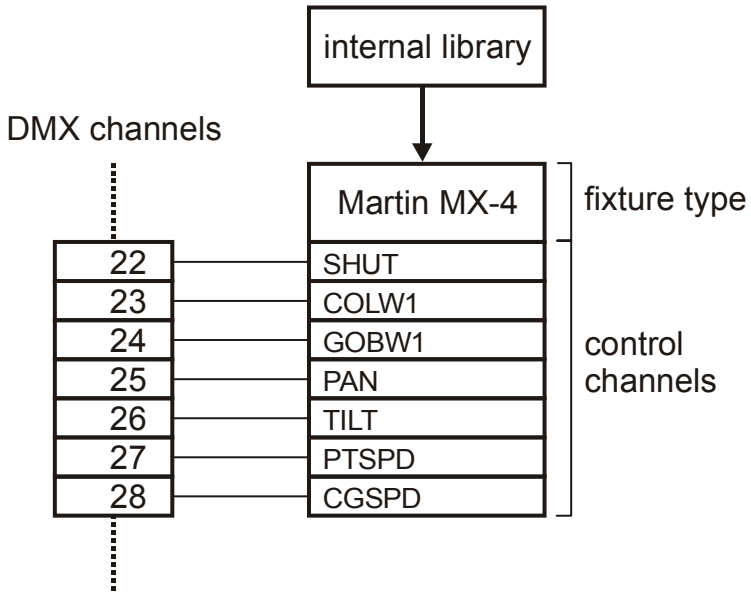
Example: The first dimmer is on channel 480.

In this manual we are constantly talking about selected devices and the control channels we use to manipulate certain features of those devices. We rarely talk about the actual channel on the DMX output.

Example: Use SMF1 to set the value of dimmer 1 to 128.

4.2 Fixtures

Each fixture type has its own set of control channels, which are predefined in a fixture definition. Xciter’s internal library can hold up to 1000 fixture definitions.



The internal control channels have subsequent DMX addresses, thus the fixture will occupy a certain space on the DMX chain beginning at the start address you specify in the patch. Occupied space relates directly to the number of internal control channels. A Fixture type can have up to 48 control channels. But you have to consider a maximum of 512 physical channels (1 complete DMX universe). **Example:** You cannot patch 40 devices of 48 channels because you would need 1920 physical DMX channels.

Thanks to the interactive features and intuitive user interface, you will find it easy to patch fixtures without overlapping.

Press {Fixture Patch} in the patch menu. The Xciter asks you to select a fixture number.

When you select a fixture number, there are two possibilities. Either the fixture number is empty (unpatched) or occupied (already patched). An illuminated MATRIX button indicates a patched fixture number. You can edit the patch data at any time. Beware that certain modifications in this data may corrupt the show that is currently in memory.

Example: If you unpatch a fixture from a control, that fixture will no longer appear in the show. However, you can readdress fixtures without corrupting the show, provided that you also readdress the devices on your rig accordingly.

4.2.1 Patch an unpatched fixture number

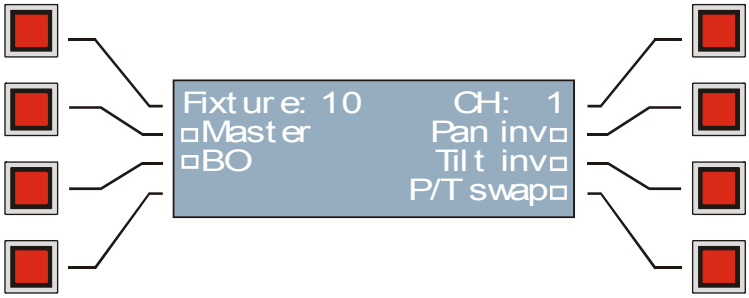
When you select an unpatched fixture number, Xciter reports this.

1. **Example:** MATRIX 10.
   The LED under MATRIX 10 starts blinking to indicate that fixture number 10 is selected.

2. Press [ENT] to patch.
3. Select a fixture category, **Example:** Moving Mirror.
4. Select a fixture manufacturer, **Example:** Martin.
5. Select a fixture type from the list, **Example:** MX-10.

   If you cannot find the necessary fixture type, you have to use the library editor to create one on the fly, or use the PC application to download one via USB.

6. Xciter automatically detects the first available space on the DMX chain and suggests the start address (**Example:** 1).



7. If you wish to use another number, press {CH: xxx}.
   Use ARROW or SCR1 to adjust the value.
   [CLEAR] and MATRIX 1-10 to input a new number.
   [ENT] to confirm, [ESC] to cancel.

   When you specify a start address, Xciter will check if there is enough space behind that address to place the fixture. If not, the console reports this and suggests the start address of the next available space. Press [ENT] to accept the suggested number, [ESC] to decline.

8. Depending on the orientation of the patched fixture on the rig, you can inverse the pan, inverse the tilt and swap pan and tilt.
   Press the soft keys next to the options to toggle them on/off.

TILT inverse PAN inverse PAN/TILT swap

9. You can choose to exclude a device from master and/or blackout. Exclude from master means the dimmer or shutter of the fixture is not affected by the master fader. Exclude from blackout means the blackout button does not affect the dimmer or shutter of the fixture.
   Press the soft key next to the options to toggle them on/off.

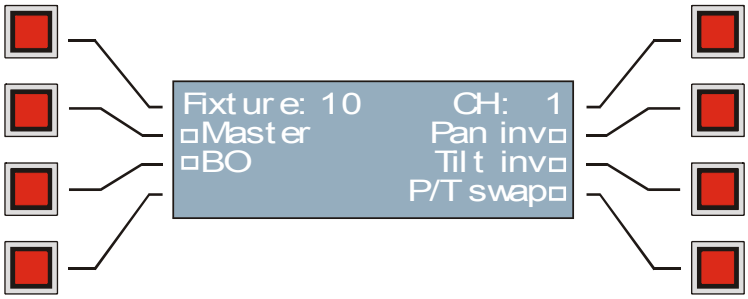
   You can see the status of every option by looking at the square next to it. A filled square means on, an empty one off.

10. Repeat steps 1-9 until you have patched all fixtures on your rig.

4.2.2 Edit a patched fixture number

Select a fixture that is already patched.

1. **Example:** MATRIX 10 to select fixture number 10.
   The LED of MATRIX 10 starts blinking to indicate that fixture number 10 is selected.
   Xciter shows the patch data.



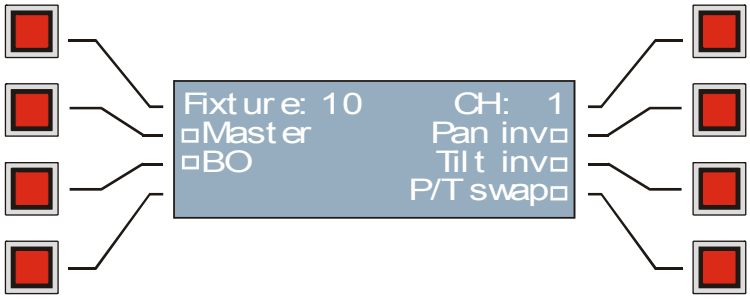
2. Press the soft key next to the channel number.
   Use ARROW + SCR1 to adjust the number.
   [CLEAR] and MATRIX 1-10 to input a new number.

   When you specify a start address, Xciter will check if there is enough space behind that address to place the fixture. If not, the console reports this and suggests the start address of the next available space. Press [ENT] to accept the suggested number, [ESC] to decline.
3. Depending on the orientation of the patched fixture on the rig, you can inverse the pan, inverse the tilt or swap pan and tilt.
   Press the soft keys next to the options to toggle them on/off.
4. You can choose to exclude a device from master and/or blackout. Exclude from master means the dimmer or shutter of the fixture is not affected by the master fader. Exclude from blackout means the blackout button does not affect the dimmer or shutter of the fixture.
   Press the soft key next to the options to toggle them on/off.

   You can see the status of every option by looking at the square next to it. A filled square means on, an empty one off.
5. Repeat steps 1-4 if you want to re-patch other fixtures.

4.2.3 Clear patch data

If you want to assign a different fixture type to a fixture number, you have to clear that fixture number first. If you remove a fixture from the patch permanently, that fixture will no longer take part in the show.

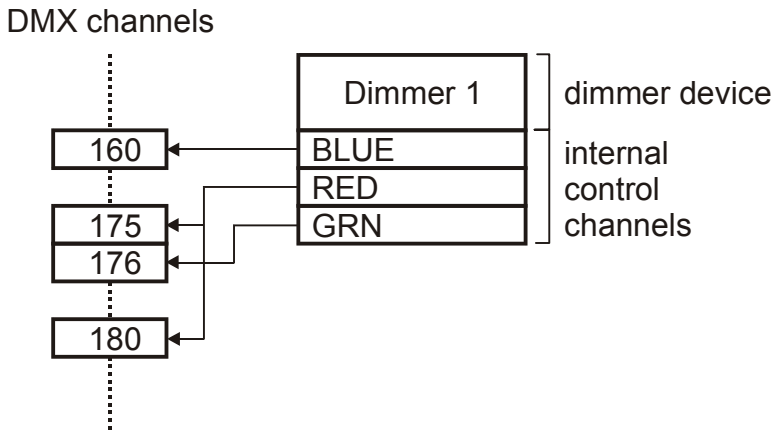


1. **Example:** MATRIX 10 to select fixture number 10.
   The LED of MATRIX 10 starts blinking to indicate that fixture number 10 is selected.
2. Press [CLEAR] to delete the patch data. Xciter will ask for confirmation. Press [ENT] to confirm, [ESC] to cancel.

   After a successful delete operation, Xciter reports an unpatched fixture number. If you want to delete another fixture, you have to select another number.

4.3 Dimmer patch

Fixture types are predefined because they have their own set of subsequent channels, which you cannot change. Most dimmers however have only one control channel, which you can move freely across the DMX chain. That is why Xciter does not use predefined devices in the dimmer patch. Above all you have more direct access to physical DMX channels. The more experienced user may take advantage of this low level access to control other devices than dimmers with the dimmer patch.



Xciter permits up to 20 dimmer devices. A single device can contain up to 255 dimmer control channels. If you compare fixtures and dimmers, you will conclude that most of the differences lie in the control channels:

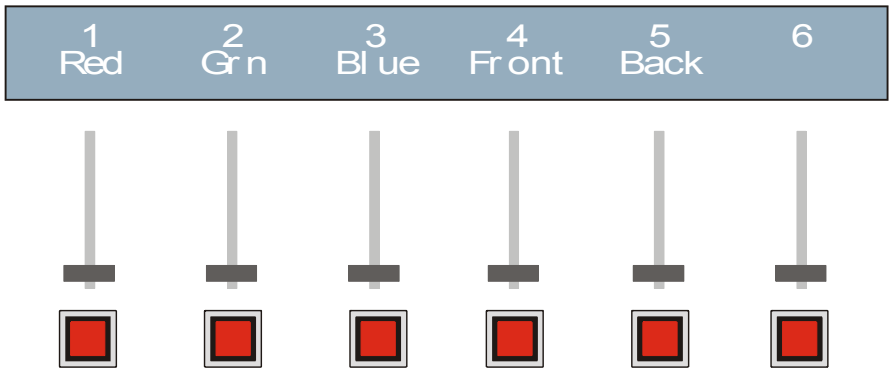
- A fixture control channel manipulates only one DMX channel. A dimmer control channel can manipulate multiple physical channels.
- Fixture control channels have subsequent DMX addresses when you patch them. The DMX Channels you patch to a dimmer control channel do not have to be subsequent; they can be anywhere on the DMX chain, provided they are not occupied by another patch.
- Fixture control channels have factory-defined labels. The labels of dimmer control channels are user-defined.

Press {Dimmer Patch} in the patch menu.
Xciter shows the dimmer patch menu.

4.3.1 Create or edit dimmer labels.

When you start from scratch, there are no labels present. You have to create some before you can start patching physical channels to the control channels.

1. Press {Dimmer labels}.
   Xciter shows the first 6 of 255 user definable labels.



2. Use SCR2 to scroll through the labels.
   Select a label with SMB below it.

3. Use ARROW or SCR1 to move the cursor.
   Use MATRIX 1-10 to input numbers and MATRIX 11-20 to input letters (maximum 5 characters).
   Press [ENT] to confirm, [ESC] to cancel and return to the previous label.
4. Repeat steps 2 and 3 until you have created or edited all labels you need.

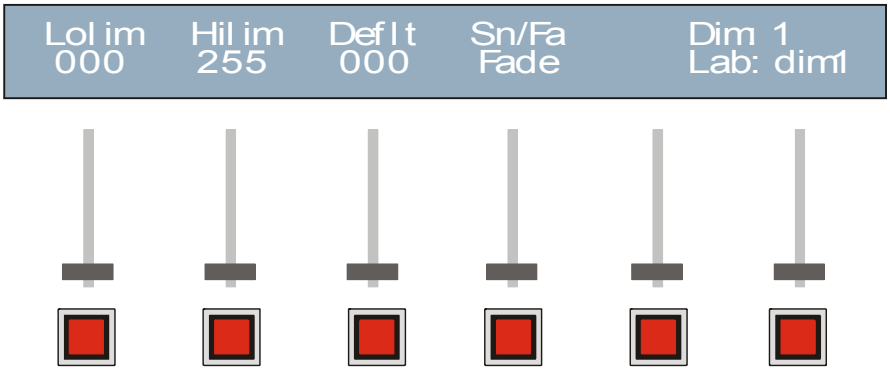
   If you only need 10 labels, you do not need to fill out all 255; the patch will work with 1 or more.
5. Press [ESC] to exit the label editor and return to the dimmer patch menu.

4.3.2 Create or edit dimmer devices

To create a dimmer device, you need to select the appropriate labels and patch some physical channels behind them.

1. Press {Dimmer patch}.
2. Select one of 20 dimmer devices with MATRIX 1-20.
3. Use ARROW to select one of the labels you have created before.
4. Press [LOAD] to add a physical channel to the control channel.
   Xciter suggests the address of the first free physical channel.
   Press [ENT] to accept [ESC] to decline.
   If you decline, Xciter asks you input the address of the physical channel you wish to add.

   The moment you assign a physical channel to a label, that label becomes a control channel of the selected dimmer device. Only those labels with physical channels behind them will be visible when you select the dimmer device in the programmer.
5. Repeat step 4 until you have patched all necessary physical channels to the selected control channel.



6. Press [EDIT] to modify the parameters of the current control channel.
7. Use SMF to adjust the parameters.

   Example: Increase the life span of your light bulbs by having a constant glow. Set a low limit on the control channel. This prevents the dimmer going to 0 (0%).

   Example: If your dimmer pack does not have a hardware limit and you still want to use 120V PAR cans on a 240V dimmer, set the high limit to 127 (50%) or less.
8. Press [STORE] to keep the changes, [ESC] to return to the previous settings.
9. Repeat steps 3-8 until you have put all the control channels you needed into the selected dimmer device.
10. Repeat steps 2-9 until you have configured all dimmer devices you needed.

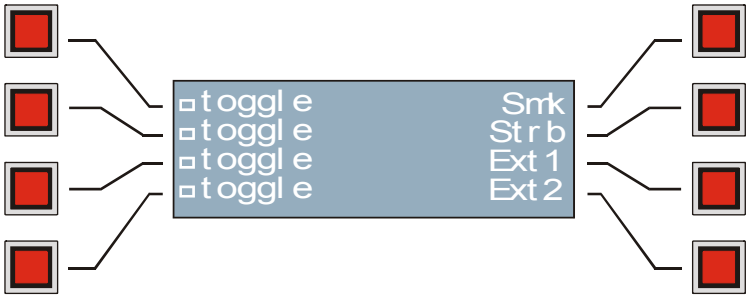
4.4 DA patch

DA stands for Direct Access. You have 4 DA buttons on the console. The DA patch allows you to program a static scene behind each DA button. Xciter will warn you if you have used channels that are occupied by other devices but it allows you to patch them over. DA scenes cannot be used in the programmer. The main purpose of the DA button is to momentarily control devices like smoke machines and strobes. If you want to make your smoke machine part of scenes and sequences, you have to patch it as a fixture (or dimmer).

The more experienced user will find it easy control devices at the lowest level possible. **Example:** You wish to set all fixtures in a certain color.

Beware that if you adjust the DMX address of your DA devices, you also need to adapt the DA scenes that use those devices.

1. Press {DA Patch} in the patch menu.
   Xciter shows the DA patch menu.



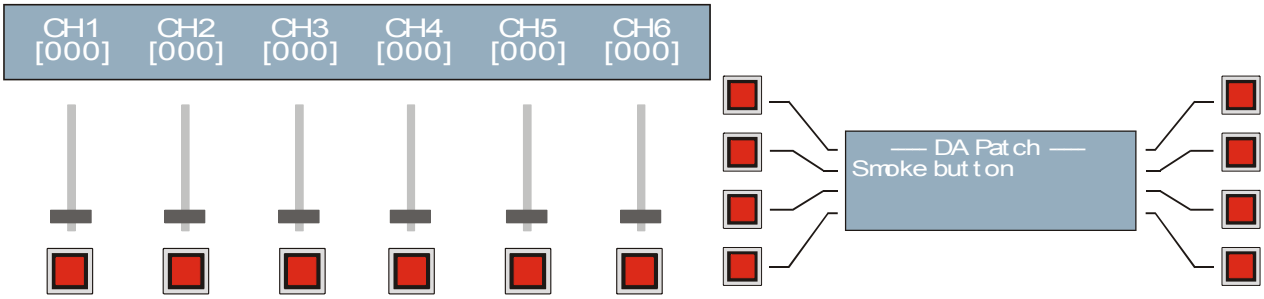
2. Use the soft keys on the left to enable the toggle function for each DA button.

   When the toggle function is off, the DA scene will stay as long as you hold the button.

   When toggle is on, the DA scene becomes active when you press the button and deactivates only if you press the button again.

   The toggle function is disabled by default.

3. Press the soft key to the right of the DA scene you wish to edit. **Example:** Smk.
   Xciter shows a dialog on LCD2 that looks a lot like the programmer.



4. Press [EDIT] to start editing the DA scene.
5. Use ARROW or SCR2 to scroll through the 512 DMX channels and locate the ones that are occupied by you smoke machine(s).
6. Use SMF to set the appropriate values on those channels to activate the machine(s).
7. Use SMB to make unwanted channels transparent again. **Example:** In case you accidentally activated channels with the wrong address.
8. Press [STORE] to accept the changes or [ESC] to return to the previous values.
9. Press [ESC] to return to the DA patch menu.

   The procedure is the same for all DA buttons.

Chapter 5. Fixture Library

The Xciter is delivered with a library that holds many commonly used fixtures. The console needs this fixture library to access the internal control channels (dimmer, shutter, color wheels, gobo wheels, effect wheels, pan, tilt…) of fixtures. The library can hold a maximum of 1000 fixture definitions. You can also add, remove and edit fixture definitions.

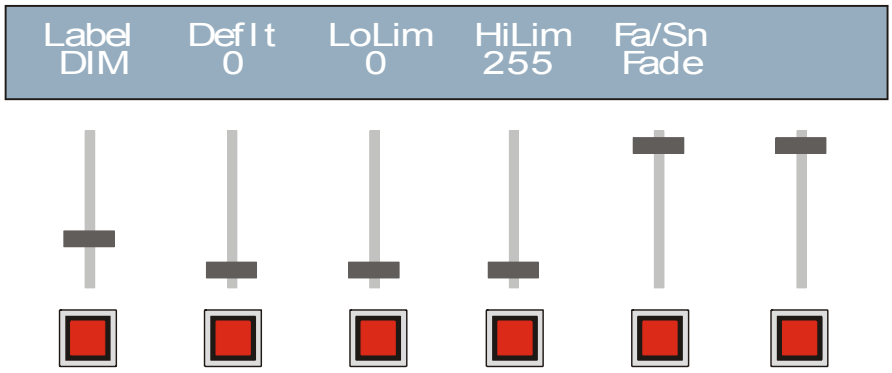
1. Press {Library} in the setup menu.
2. Select a fixture category (**Example:** moving mirror).
   Press [ENT] to open the folder.
3. Select a manufacturer (**Example:** Martin).
   Press [ENT] to open the folder.

5.1 Create a new fixture definition

First you have to select the category and manufacturer subfolders where you want to create your definition.

1. Press [LOAD] to add a fixture definition.
   Xciter calls the fixture definition editor.

2. Press {Fixture type name} to name the fixture definition.
   Use ARROW or SCR1 to move the cursor.
   Use MATRIX 1-10 to input numbers and MATRIX 11-19 to input letters.
   Press [ENT] to confirm, [ESC] to cancel.
3. Press {Channels: xx} to adjust the number of internal control channels.
   Use ARROW or SCR1 to modify the value.
   Use [CLEAR] and MATRIX 1-10 to input a new value.
   Press [ENT] to confirm, [ESC] to cancel.
4. Press {Channel Config} to configure the internal control channels.
   a. Use ARROW or SCR1 to select a control channel.
   b. Press [EDIT] to set the parameters of the selected channel.

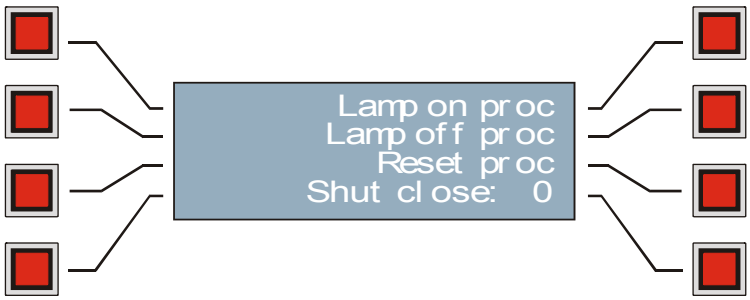


   c. Use SMF 1-6 to modify the parameters of the selected channel.

d. Use SMB 1 to toggle between coarse and fine (MSB and LSB).
Upper case indicates a coarse channel; lower case indicates a fine channel.

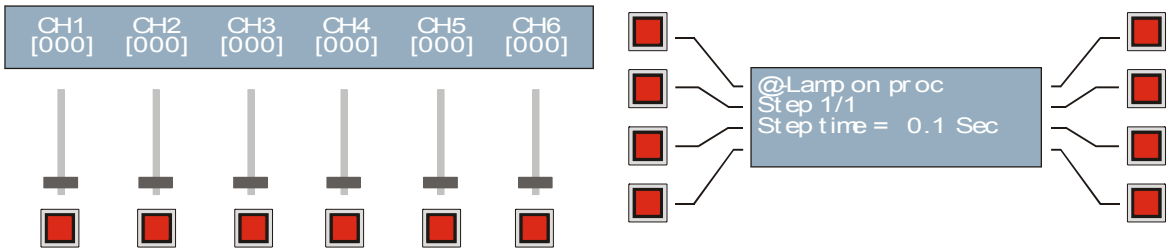
e. [STORE] to store the parameters of the selected channel.

5. Repeat steps 4a – 4e until you have configured all control channels.
Make sure you have configured all control channels before exiting the fixture definition editor.
6. Press [ESC] to return to the fixture definition editor.
7. Press {Advanced Config} to go to the advanced configuration menu.



The Lamp on, Lamp off and Reset procedures are programmed in the same way. We will use Lamp on as an example.

1. Press the soft key next to the procedure you wish to make.
2. Press [LOAD] to go to the lamp on procedure. Xciter adds the first step automatically.



a. Use F 1-6 to adjust the internal control channels in the current step.
Use SCR2 to scroll through the channels in case there are more than 6.

b. Press {Step time} to adjust the duration of the step.

c. Press [LOAD] if you want to add another step to the procedure.

d. Repeat steps 9a-9c until you have programmed the complete procedure.

e. Press [ESC] to go back to the advanced configuration menu.

3. Press {Shut close} to adjust the shutter close value.
This is the value you want to place on the shutter when you pull the master below 3%.
Press [ENT] to confirm, [ESC] to cancel and return to the previous value.
4. Press [ESC] to go back to the fixture definition editor.

5.2 Edit existing fixture definition

First you have to locate the definition in the category and manufacturer subfolders.

1. Select the definition you wish to edit.
2. Press [EDIT] to edit the selected fixture definition.

Use the same procedure as described in 5.1 to edit the definition.

Xciter will not allow you to edit critical parameters of a fixture definition if this definition is used in the patch.

5.3 Remove fixture definition

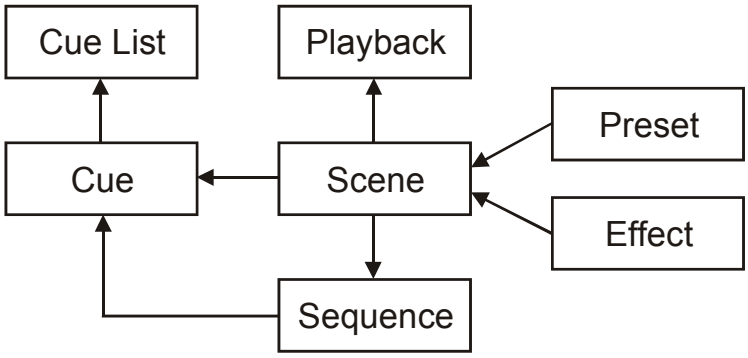
First you have to locate the definition in the category and manufacturer subfolders.

1. Select the definition you wish to remove.
2. Press [CLEAR] to remove the selected fixture definition.
   Xciter will ask for a confirmation.
   Press [ENT] to confirm, [ESC] to cancel.

   Xciter will not allow you to delete a fixture definition if this definition is used in the patch.

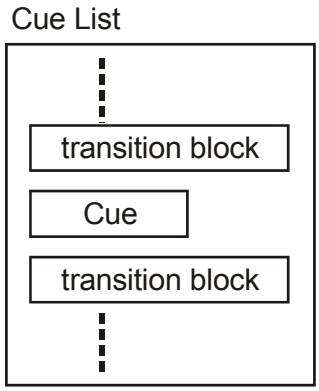
Chapter 6. The Xciter philosophy

6.1 Xciter show elements



6.1.1 Cue list

You can store up to 160 cue lists in the Xciter, depending on the available memory. Each cue list can contain up to 99 cues. At any given time, there can be only one active cue list. The main purpose of a cue list is to automatically playback cues. So in fact you can combine several cues into a small show instead of calling them manually.



When you compose a cue list with cues only, the cues will be launched one after another. The interval between each cue is determined by the scene time of the cue scene.

To add extra functionality to the cue list, you can add the so-called transition blocks (X-blocks) between cues:

- ‘Delay’ timer: The Xciter will only launch the next cue if this timer runs over.
- ‘Sleep’ timer: The Xciter will launch the next cue if this timer runs over or the user presses the next button.
- ‘Wait for go’ function: The Xciter will only launch the next cue if the user presses the next button.
- ‘Loop’ function: The Xciter will run one cue or a group of cues for a number of times. After that it will proceed to the cues outside the loop.

On the end of the cue list there is a region where you can place one or more cues. These cues are launched when you deselect the cue list (exit cue list mode, select another cue list). The region begins with the word ‘END’. Xciter will launch these cues one after another before it exits cue list mode or goes to another cue list.

Example: You are running a dimmer chase in a cue list. When you leave this chase, you want all dimmers open again. You can place a cue behind the end function that puts all dimmers open.

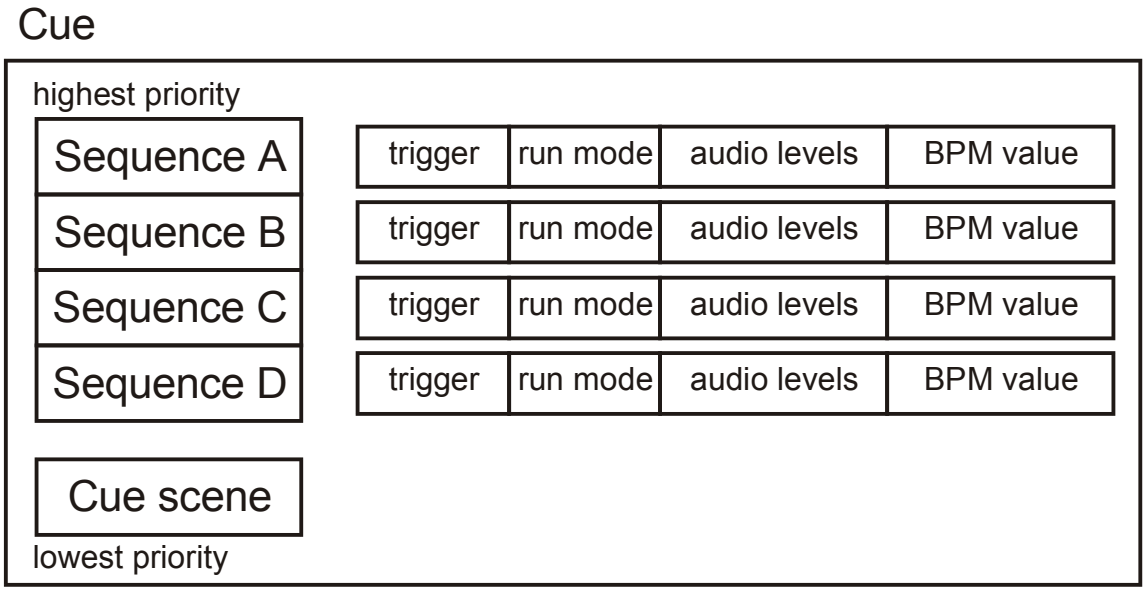
6.1.2 Cue

The cue can contain four sequences and a cue scene. The four sequences and the cue scene can run simultaneously (in parallel). The purpose of the cue is to manually launch scenes and sequences using the page keys and number keys on the front panel.

You can apply various playback features to each sequence in the cue:

- Sequence trigger:
  - Internal: the internal clock of the Xciter triggers the sequence.
  - Manual: you trigger the sequence with the previous and next keys.
  - Audio: a certain level on the audio input triggers the sequence.
  - BPM: The sequence triggers on a certain amount of beats per minute.
- Sequence run mode:
  - Forward: the sequence runs top to bottom.
  - Backward: the sequence runs bottom to top.
  - Bounce: the sequence runs back and forth (kit scanner).
  - Random: the sequence calls random scenes.

Later in this manual, we will explain these playback features in detail.



6.1.3 Sequence

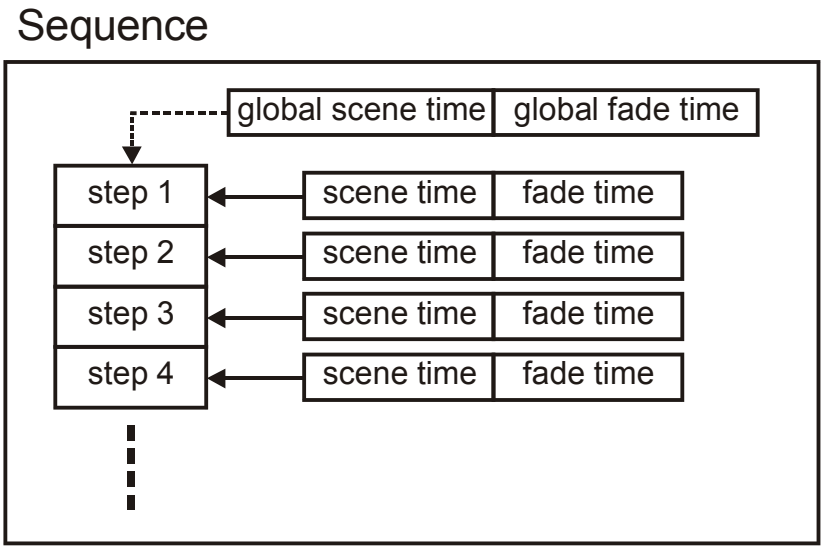
The Xciter can hold as many sequences as the memory allows. This depends mainly on the content (number of steps and number of active channels). A sequence can contain up to 99 steps.

Steps are essentially the same as cue scenes; you can add scene time, fade time and effects to them. But they are not directly accessible like cue scenes. You have to launch the sequence in a cue to access them. We will explain how to add sequences to a cue later in this manual.

As you store sequences in memory, they are kept in a large list. This means you can use them in as many cues as you like, giving you a very flexible way of combining existing sequences. If you wish to use the same sequence in multiple cues, you do not have to copy it or reprogram it.

There are two ways to add scene and fade time to a step:

1. If you want the same scene and fade time on every step, you can set a global timing
2. If you want to have specific timing on some scenes, you can set a local scene time on those scenes.



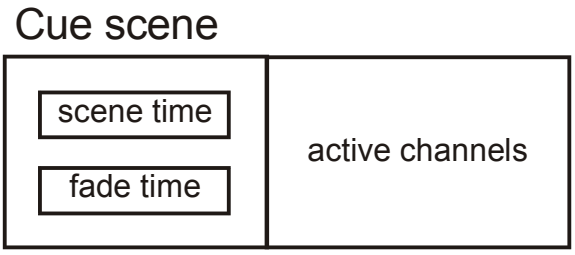
6.1.4 Cue scene

The Xciter can hold as many cue scenes as the memory allows. This depends on the content (number of active channels).

Like a sequence, you can add the same cue scene to multiple cues. You can also use a cue scene directly in a cue list.

The cue scene represents a look on the stage. The Xciter only stores active channels by default.

You can add a scene time and fade time to the cue scene. The Xciter will use these timing parameters to fade between cues when you call them manually on the console or automatically in a cue list.



6.1.5 Effect generator

With the Xciter, you have 255 effect generators at your disposal. The flexible effect generator of the Xciter works great in combination with the powerful fading, meaning that the Xciter will also fade on the swing and speed of an effect. Above all that, the effect generator is not limited to pan/tilt; it can work on every activated control channel in a scene.

Some key features of the effect generator:

- Variable speed and swing.
- Variable delay across channels.
- Variable delay across fixtures.
- Multiple shapes like sine, square, triangle, saw tooth, etc.
- Audio modulation

The effect generator and its parameters will be discussed further in this manual.

6.1.6 Preset

Presets are very useful when you change the rig a lot. Presets are preprogrammed values that you can use in your scenes. When you modify something in your rig (**Example:** move a fixture) you don't have to modify or reprogram all your scenes and sequences. You only need to modify the preset. All scenes, where you have used the preset, will be instantly modified. Although presets require some experience, they are worth

checking out because they can save you a lot trouble when you modify the rig. The Xciter can store up to 160 presets.

6.1.7 Playback

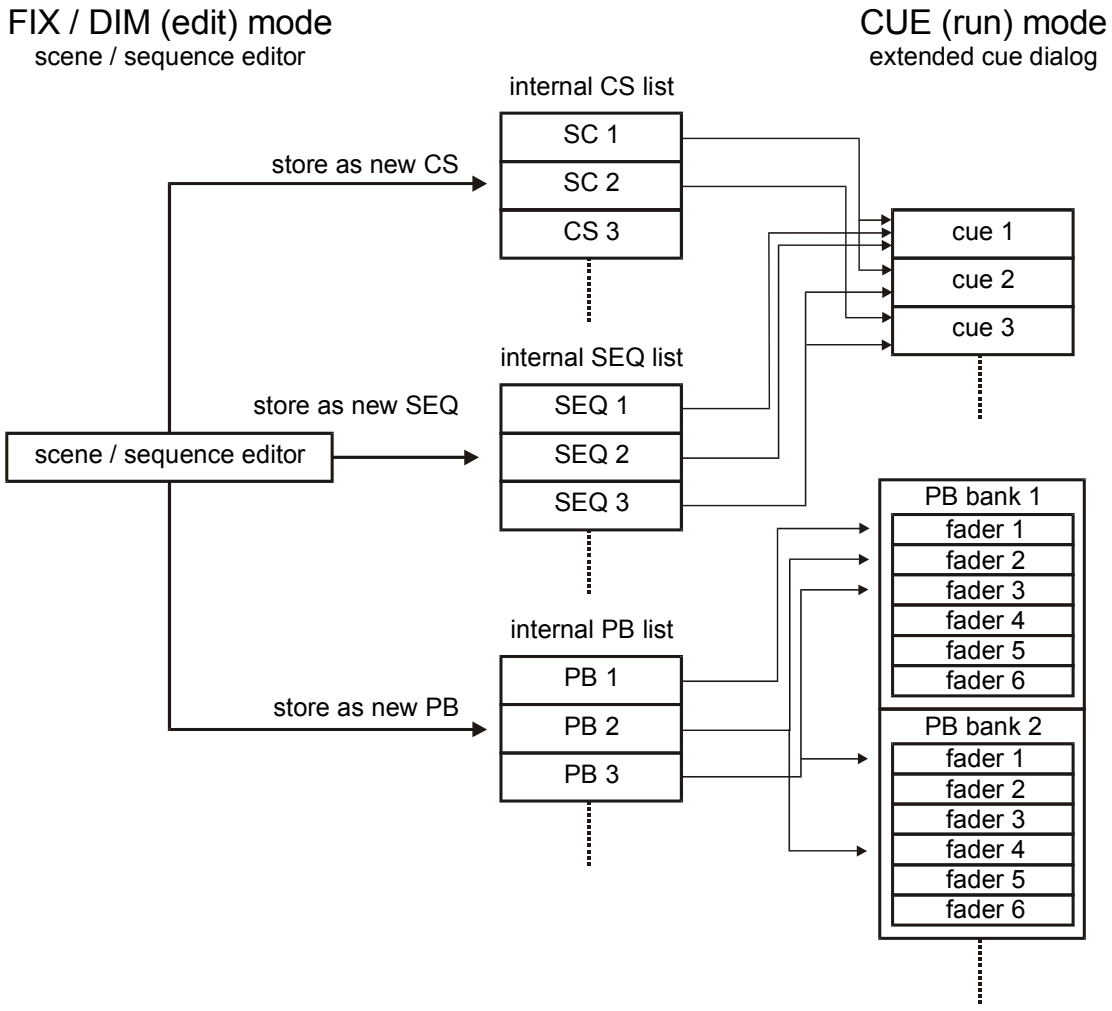
The Xciter can hold as many playback scenes as the memory allows, depending on the content (number of active channels). You can activate six playback scenes at the same time. That's why multiple playbacks scenes can manipulate the same control channels of a DMX device.

If you have a large amount of playbacks, Xciter lets you order them in 160 banks of 6. Use them to override certain fixtures when you are running your show. **Example:** You have your fixtures doing some stuff on the dance floor. With an override playback, you can move some of them to a performer on stage.

We will tell more about playbacks further in the manual.

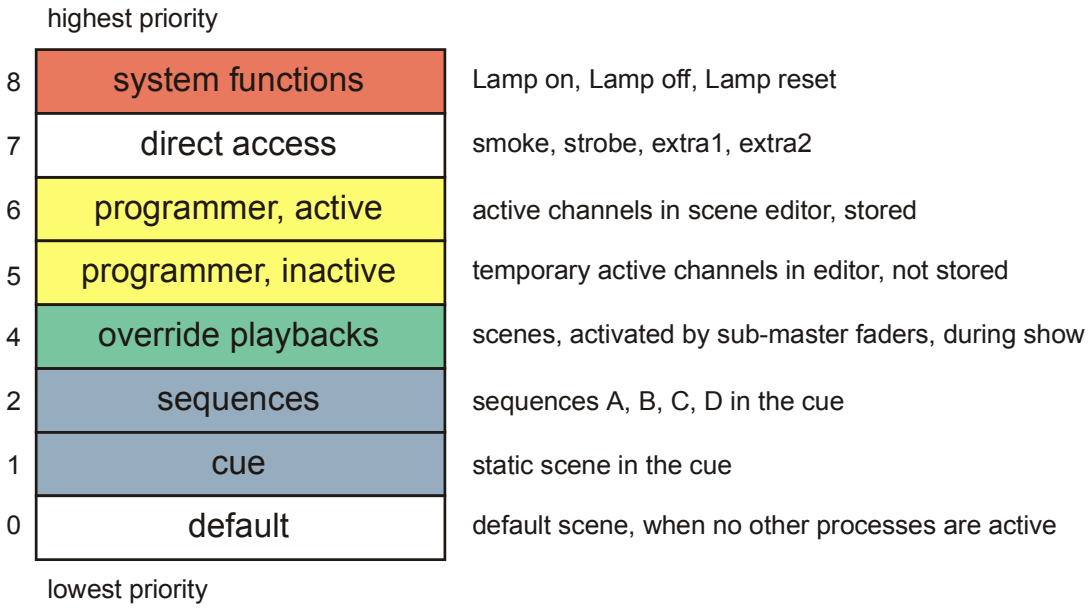
6.2 Use of show elements

When you store a scene or sequence, Xciter puts it in an internal list. In run mode, you need to assign these scenes or sequences to cue buttons or faders (see extended cue dialog). You can use the same cue scenes and sequences in multiple cues. Or you can assign the same playback scene to multiple faders in different banks.



6.3 Process hierarchy

Xciter can run several processes in parallel (cue scenes, sequences, playback scenes, programmer scenes, direct access scenes, lamp procedures, etc.). This means that several scenes are trying to influence the DMX output at the same time. But these scenes belong to processes with different priorities.



Example: A cue scene on layer 1 puts some values on PAN and TILT of fixture number 10. While this cue scene is active, you take fixture 10 into manual mode. Now you put PAN and TILT values on layers 5 and 6. These layers have a higher priority, thus you override the PAN and TILT values of the cue scene.

Chapter 7. Program features

Before you go ahead and start programming, you have to make sure that the fixtures on your rig are patched to the Xciter controls.

7.1 Device selection

Xciter permits you to use moving lights and dimmers together in scenes, so you can switch between fixture and dimmer pages freely without loosing device selections or channel settings.

1. Press [FIX] to select fixtures (moving lights).
   Press [DIM] to select dimmers (generic lights).
2. Use MAXTRIX to select/deselect devices one by one.

   Xciter keeps the order of selection. Later in this manual you will learn that Xciter also stores this order in groups.

7.2 Device range selection

Instead of selecting each device separately you can also select a range. This feature is only useful if you have patched devices of the same type behind subsequent number keys.

7.2.1 Moving lights

4. If you are not in the programmer, press [FIX] once to invoke the programmer.
5. Press [FIX] (again) to enable fixture range selection.
6. Press the first and last number of the range you wish to select/deselect.

7.2.2 Generic lights

1. If you are not in the programmer, press [DIM] once to invoke the programmer.
2. Press [DIM] (again) to enable dimmer range selection.
3. Press the first and last number of the range you wish to select/deselect.

7.3 Device groups

To make device selection easier, you can create 8 groups of moving lights and 8 groups of generic lights.

Not only the devices but also the order of selection is stored in the group. This means you no longer need to remember the device order when you create effects with delay across devices (wave effects).

7.3.1 Moving lights

1. Press [FIX] to invoke the programmer (fixture section).
2. Use the MATRIX keys to select/deselect fixtures.
3. Press [FIX] + [STORE] + GP to store the fixture selection to a group.

7.3.2 Generic lights

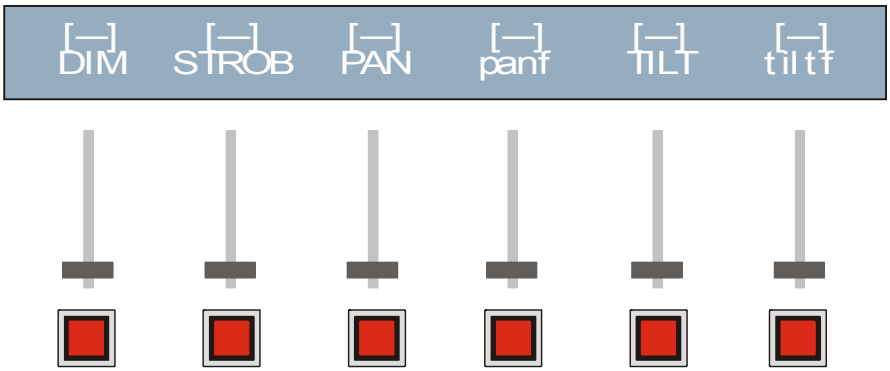
1. Press [DIM] to invoke the programmer (dimmer section).
2. Use the MATRIX keys to select/deselect dimmers.
3. Press [DIM] + [STORE] + GP to store the dimmer selection to a group.

7.4 Fixture information

1. Hold [SHIFT], hold [FIX], release [SHIFT].
2. Keep holding [FIX] and use matrix keys to view fixture information.
3. Release [FIX] to exit fixture information.

7.5 The programmer

When at least one device is selected, the programmer pops up on LCD2. You will use the programmer to create scenes and to take manual control of devices during show. Use SMF to modify control channel values.



7.5.1 Active versus transparent channels

The moment you modify a control channel, it becomes active. Untouched channels remain transparent.

Active channels are either in fade or snap. Fade means the channel's value changes gradually from scene to scene according to the timings you specify in the scene editor. Snap means the channel's value changes instantly from scene to scene. Fade and snap will be detailed in the editor section.

Only the active channels in a scene have the potential to change the DMX output. Whether an active channel will actually change the DMX output, depends on process priority.

When you store a scene, Xciter only saves active channels.

7.5.2 Channel status indicators

With the indicators it is very easy to see the status of all control channels.

You can set each control channel in the programmer to transparent, fade or snap by pressing the bounce button under that control channel.

transparent channel

active channel in snap

active channel in fade

active channel in snap with effect

active channel in fade with effect

Active channel in fade with reference to preset 15

Channel value is above or below it's library limits.
The value will not appear on the DMX output.

Example: You see that there is an effect running on a certain fixture but you do not know where it is coming from. With the indicators you can spot the problem immediately. Select the fixtures one by one and look at the channel indicators.

Example: You have created a sequence and you are previewing it. You notice that a certain dimmer is not fading. Just select the fixture and run through the sequence steps. Again, it is very easy to spot the problem when you keep an eye on the indicators as you scroll through the scenes.

7.5.3 The active and inactive layer of the programmer

When you adjust a control channel in the programmer, Xciter puts that value in the active and inactive layer of the programmer. The active layer has got a higher priority than the inactive layer. Xciter will only store active channels of the active layer. Only the active layer of the programmer is visible on LCD2.

If you press [CLEAR] once, you make all channels in the active layer transparent. If you press [CLEAR] twice without making changes to the control channels between presses, you make both layers transparent. Xciter reports this with the message: "All channels transparent!! Press any key!" Press any key to continue.

Example: You want to create a color chase but you only want to store the values of color channels.

1. Select the fixture you would like to use.

	fixture 1		fixture 2		fixture 3		fixture 4		
Active layer	[---] DIM	[---] COLW1	[---] DIM	[---] COLW1	[---] DIM	[---] COLW1	[---] DIM	[---] COLW1	Active channels stored
Inactive layer	[---] DIM	[---] COLW1	[---] DIM	[---] COLW1	[---] DIM	[---] COLW1	[---] DIM	[---] COLW1	Active channels NOT stored

2. You want to see the colors while you are programming, so you put the dimmers open.

	fixture 1		fixture 2		fixture 3		fixture 4		
Active layer	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	Active channels stored
Inactive layer	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	Active channels NOT stored

3. But you do not want dimmer values stored. So you press [CLEAR] once to make the active layer transparent. Dimmers are no longer stored but they do remain open because the values are still in the inactive layer.

	fixture 1		fixture 2		fixture 3		fixture 4		
Active layer	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	Active channels stored
Inactive layer	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	<255> DIM	[---] COLW1	Active channels NOT stored

4. When you are modifying color values, Xciter puts them in both layers. The color values are stored because they reside in the active layer.

	fixture 1		fixture 2		fixture 3		fixture 4		
Active layer	<---> DIM	[040] COLW1	<---> DIM	[040] COLW1	<---> DIM	[040] COLW1	<---> DIM	[040] COLW1	Active channels stored
Inactive layer	<255> DIM	[040] COLW1	<255> DIM	[040] COLW1	<255> DIM	[040] COLW1	<255> DIM	[040] COLW1	Active channels NOT stored

5. When you are finished, press [CLEAR] twice to clear both layers of the programmer, giving control back to the underlying processes of the show (see process hierarchy).

	fixture 1		fixture 2		fixture 3		fixture 4		
Active layer	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	Active channels stored
Inactive layer	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	<---> DIM	[---] COLW1	Active channels NOT stored

7.6 Clearing channels

Clearing a channel means to make that channel transparent and remove anything associated with it, like presets and effects.

Press [CLEAR] twice to get rid of all channels in both the active and the inactive layer.

Press [CLEAR] once to get rid of all channels in the active layer.

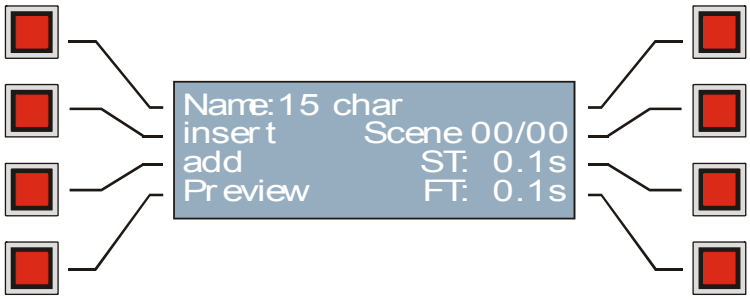
Use SCR2 and SMB to clear individual control channels of currently selected devices in the programmer.

7.7 Scene/sequence editor

When you select devices or edit a scene, the scene / sequence editor appears on LCD1.

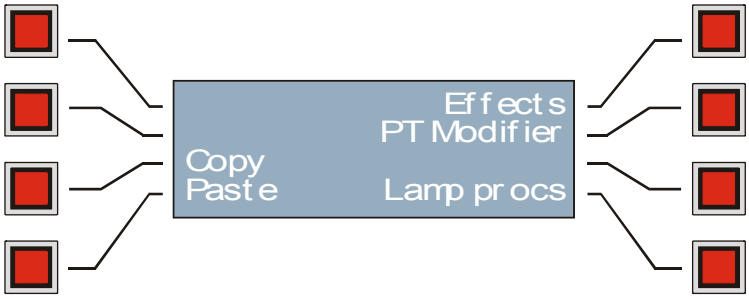
As you can tell from the name, you will use the same editor to create scenes and sequences. The scene editor simply turns into the sequence editor the moment you add multiple scenes.

The editor actually has two screens. One with the essential functions you need to create a scene and another with advanced functions. You can swap between them with [•].



The basic functions you need to create a scene:

- Input name
- Insert scenes before current
- Add scenes behind last
- Modify scene and fade time
- Preview sequence



The advanced functions of the editor:

- Effects
- Lamp procedures
    - Lamp on
    - Lamp off
    - Reset
- Pan/Tilt modifiers
    - Pan relative or absolute
    - Tilt relative or absolute
    - Invert pan
    - Invert tilt
    - Swap pan and tilt
- Copy / Paste

7.7.1 Insert and add scenes

When you start from scratch, there are no scenes present in the editor. The scene counter is at 0.

1. Create your first scene in the programmer.
2. Press [STORE] to lock the scene in the editor.

   When you store the first time, the scene counter will increment to 1.

   The Xciter will not let you store an empty scene (all channels transparent).

   If you wish to create a single scene, skip the following steps.

   The moment you add a second scene, the scene editor becomes the sequence editor. That should not bother you, because both editors are exactly the same.
3. Use ARROW to scroll though your scenes.

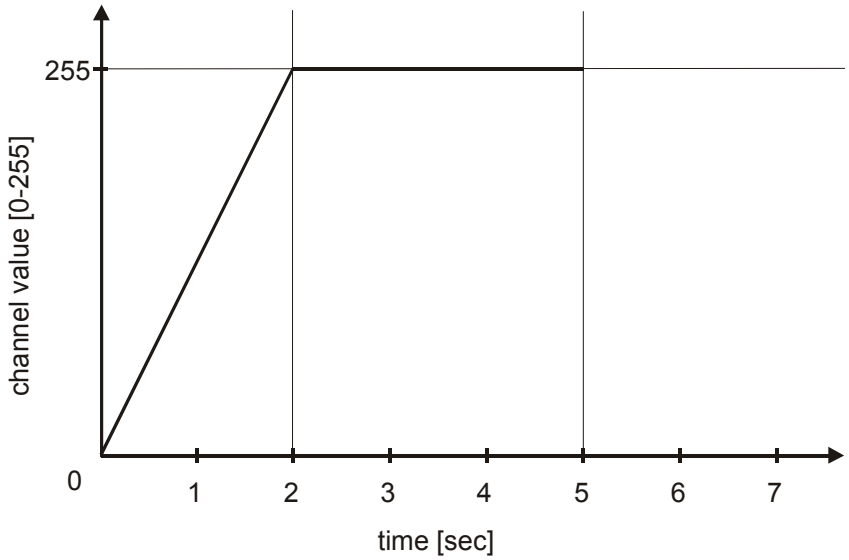
   As you scroll through existing scenes, Xciter will also load them in the programmer, thus they will be visible on stage. Lit number keys indicate devices that are participating in the current scene.
4. Press {Add} to add a new step behind the last or press {Insert} to insert a new step before the current.

   Note that the scene counter increments. To make programming easier, Xciter copies the previous scene to the newly created step, thus keeping the values in the programmer.
5. Modify the current scene in the programmer. **Example:** Change the value on the color wheel.
6. Press [STORE] to lock the scene.
7. Repeat steps 3-6 until you have created the sequence.

   Beware that the sequence you just created is not yet stored to memory; it is still inside the editor and will be lost if you exit without storing. Refer to the chapter store if you wish to store now.

7.7.2 Modify scene and fade time

Often you will need timing in a scene or step to make that scene cross over gradually from another. Observe the following drawing.



In this example the scene time is 5 sec and the fade time 2 sec. The scene time determines how long the scene remains active before switching to the next. This time is only relevant when the transition between scenes is automatic (sequences and cue lists). The fade time determines how long it takes for an active channel to reach its end value. When a channel fades, it will pass through all DMX values between the start and end value. Of coarse, the fade timing will only work if the channel is in fade. This means you can override the fading of certain channels in a scene by putting them in snap.

When you start from scratch, the Xciter uses default timing (ST = 0.1 sec, FT = 0.0 sec).

1. Press {ST: x.x S} to change the scene time.
2. Use ARROW or SCR1 to modify the value.
   Use [CLEAR] and MATRIX 1-10 to input a new value.
   Press [ENT] to confirm, [ESC] to cancel and return to the previous value.
3. Press {FT: x.x S} to change the fade time.
4. Use ARROW or SCR1 to modify the value.
   Use [CLEAR] and MATRIX 1-10 to input a new value.
   Press [ENT] to confirm, [ESC] to cancel and return to the previous value.

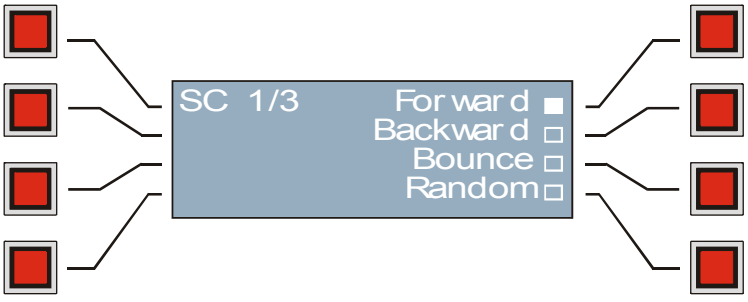
Note that when you select a timing parameter, a **G** appears in front of the parameter to indicate that you are changing **global timing**. The global timing gives the same timing to all scenes. Beware: if you change global timing, local timings are overwritten.

You can also set local timing for each scene in the editor. Do this by holding down [SHIFT] while you select the timing parameter. Note that an **L** appears in front of the parameter to indicate that you are changing **local timing** of the current scene.

7.7.3 Preview sequence

Use the preview function to run the sequence in the editor before you actually store it to memory.

1. Press {Preview} to enter the preview dialog.
   The sequence will start running at high priority.



The scene counter indicates the current scene.

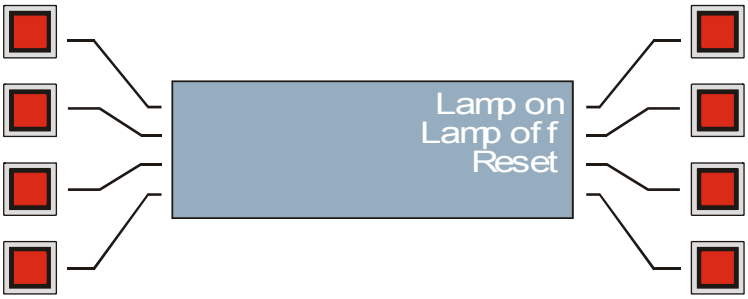
Choose the sequence run mode with {forward}, {backward}, {bounce} and {random}.

2. Press [ESC] to exit the preview function.

7.7.4 Lamp procedures

In the lamp procedures you find the lamp on, lamp off and lamp reset macros. You need to specify those macros in the fixture definition; otherwise they will not work when you call them.

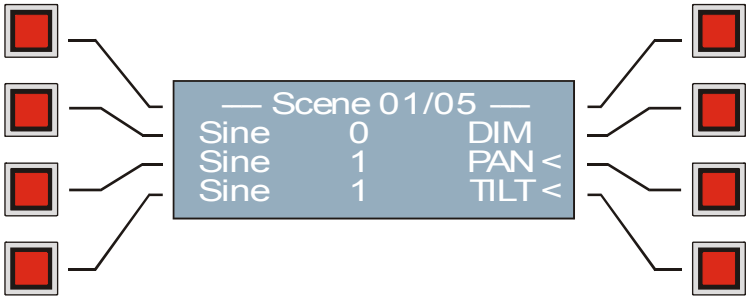
1. Press {Lamp procs} to enter the lamp procedures menu.



2. {Lamp On} to strike the selected fixtures.
   {Lamp Off} to darken the selected fixtures.
   {Lamp Reset} to reset the selected fixtures.

7.7.5 Effects

Press {effects} to enter the effects dialog.



In this dialog, you get a list of active channels that are either in snap or in fade mode.

1. Use ARROW or SCR1 to scroll through the list.
   Select channels with the soft keys on the right.
2. Press [LOAD] to assign a generator to the selected channels.
   Use ARROW or SCR1 to modify the generator ID.
   Use [CLEAR] and MATRIX to enter a new generator ID.
   Press [ENT] to confirm, [ESC] to cancel and return to the previous generator ID.

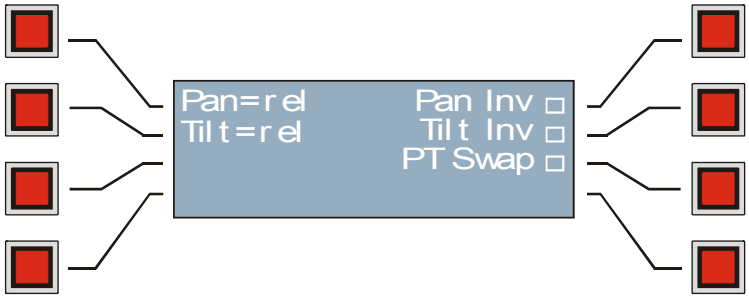
   The Xciter permits you to put an effect on any control channel. You have up to 255 effect generators at your disposal.

   Channels that get the same generator ID are always synchronized. **Example:** If you want fixtures to make a circle, PAN and TILT have to be synchronized, which means you have to give them the same generator number.
3. Press the soft keys on the left to invoke the generator shape list.
   Use ARROW or SCR1 to scroll through the shape list.
   Press the soft key next to the shape you want to select or press [ESC] to go back to the effects dialog.
4. Use SCR2 to scroll through the effect parameters.
   Use SMF to adjust the effect parameters.
   Use SMB to put speed, swing and channel offset in fade or snap. The default is fade.

7.7.6 Pan / Tilt modifiers

The purpose of the pan / tilt modifiers is to make pan / tilt programming more user friendly.

Press {PT modifier} to jump to the PT modifier dialog.



Use pan inverse, tilt inverse and pan/tilt swap to create opposite movement between fixtures of the same type. This gives you the power to create nice crossing effects in no time. You can set these flags for each fixture and they are stored to each scene or step.

When you put pan and tilt in absolute mode, selected fixtures will get the value you see in the programmer (the value of the last selected fixture). But it is much easier if you place your fixtures in a certain pattern and put pan and tilt in relative mode. This way you can move all selected fixtures relatively and thus keep the pattern. The absolute/relative mode is global (for all fixtures) and is not stored.

7.7.7 Copy / Paste

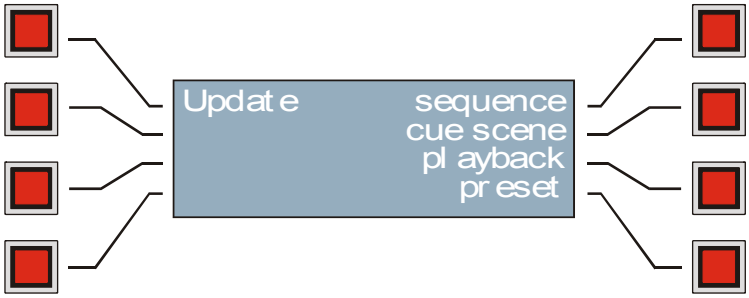
1. Create a scene in the programmer.
2. Press {copy} in the advanced dialog.
   Xciter copies the content of the current scene into the clipboard.

   You can use the scene on the clipboard in any situation where you use the programmer.
3. Press {paste} in the advanced dialog.
   Xciter pastes the scene on the clipboard in the programmer.

   Example: You want to copy a scene from sequence 1 to sequence 2. Edit sequence 1, locate the scene and copy it. Leave the editor. Edit sequence 2, add or insert a new step, paste the scene in the programmer and store it. Update sequence 2 and leave the editor.

Chapter 8. Store menu

You may notice that the store to memory function will not always work the first time you press [STORE]. The reason is very obvious. If you make changes to a scene and press store, this scene is updated and locked into the editor. In that case, you have to press store again to access the store to memory function.



8.1 Store as new sequence

All scenes that are present in the editor will be put into a sequence and stored to memory. Xciter prompts you to give a name.

Sequences are kept in a large list. You can add them to a cue in cue (run) mode.

8.2 Store as new cue scene

Xciter stores the current scene (the scene that is visible) to memory. Xciter prompts you to give a name.

Cue scenes are kept in a large list. You can add a cue scene to a cue in cue (run) mode.

8.3 Store as new playback

Xciter stores the current scene (the scene that is visible) to memory. Xciter prompts you to give a name.

Playback scenes are kept in a large list. You can arrange them in 160 banks of 6 override playbacks in cue (run) mode.

8.4 Store as new preset

Use PG and MATRIX numbers to select the preset number. There are 8 pages of 20 presets, giving you a total of 160 pan/tilt presets.

Xciter filters out all active PAN and TILT channels and stores them to the selected preset.

8.5 Store Current

Sometimes, when you are editing scenes or sequences, you only want to update them, not store them as something new.

Press {Update} to update the scene, sequence or preset that you have just edited.

This option will only be visible if you edit an existing item.

8.6 Input name

When you store the editor's content to memory, Xciter prompts you to give a name.

1. Use ARROW or SCR1 to move the cursor.
   Use MATRIX 1-10 to input numbers and MATRIX 11-20 to input letters.

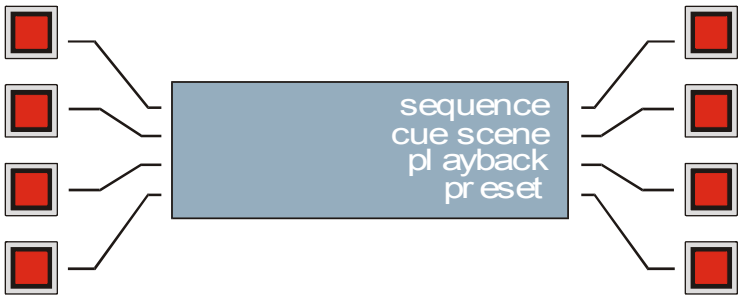
The letter keys work in the same way as the mobile phone dial keys. Press the same button multiple times to scroll through the letters, marked on the button label.

2. Press [ENT] to confirm, [ESC] to cancel.

Chapter 9. Edit menu

For the safety of your show, Xciter takes a clone of the scene or sequence you wish to edit. When you are editing, you are modifying this clone and not the original. Xciter replaces the original if you select the 'update' option in the store menu.

Press [EDIT] to call the edit menu.



9.1 Edit Sequence

1. Press {Sequence}.
   Xciter shows the internal list of sequences if there are any.
2. Use SCR1 to scroll through the list and locate the sequence you wish to edit.
   Press the soft key next to the sequence to select it.
3. Press [EDIT] to edit the sequence. Xciter will take a clone of the sequence and place it in the sequence editor.
   Press [CLEAR] to delete the sequence. Xciter will ask for confirmation.
   Press [LOAD] to add a new sequence. The scene / sequence editor will pop up.

9.2 Edit cue scene

1. Press {Cue scene}.
   Xciter shows the internal list of cue scenes.
2. Use SCR1 to scroll through the list and locate the cue scene you wish to edit.
   Press the soft key next to the cue scene to select it.
3. Press [EDIT] to edit the cue scene. Xciter will take a clone of the cue scene and place it in the scene editor.
   Press [CLEAR] to delete the cue scene. Xciter will ask for confirmation.
   Press [LOAD] to add a new cue scene. The scene editor will pop up.

9.3 Edit playback

1. Press {Playback}.
   Xciter shows the internal list of playback scenes.
2. Use SCR1 to scroll through the list and locate the playback scene you wish to edit.
   Press the soft key next to the playback scene to select it.
3. Press [EDIT] to edit the playback scene. Xciter will take a clone of the playback scene and place it in the scene editor.
   Press [CLEAR] to delete the playback scene. Xciter will ask for confirmation.
   Press [LOAD] to add a new playback scene. The scene editor will pop up.

9.4 Edit preset

1. Press {preset}.

2. Use PG and MATRIX numbers to select the preset number.
   There are 8 pages of 20 presets, giving you a total of 160 pan/tilt presets.
3. Press [ENT] to confirm the selection, [ESC] to cancel.

   Xciter loads the channel values of the selected preset into the programmer for editing.

Chapter 10. Quick edit

To edit existing show elements with the edit menu, you have to go back to the intro screen and press [EDIT]. There is a faster way of editing elements, even during show.

10.1 Quick edit sequence

1. Launch a cue (see run mode features).
2. Go to the basic cue dialog (see run mode features).
3. Hold [EDIT]; press the soft key next to the sequence you wish to edit; release [EDIT].
   Xciter takes a clone of the sequence and puts it in the scene / sequence editor.

10.2 Quick edit sequence

1. Launch a cue (see run mode features).
2. Go to the advanced cue basic dialog (see run mode features).
3. Hold [EDIT]; press the soft key next to the cue scene (top left); release [EDIT].
   Xciter takes a clone of the cue scene and puts it in the scene / sequence editor.

10.3 Quick edit sequence

1. Launch a cue (see run mode features).
2. Hold [EDIT]; press SMB under the override playback you wish to edit; release [EDIT].
   Xciter takes a clone of the playback scene and puts it in the scene / sequence editor.

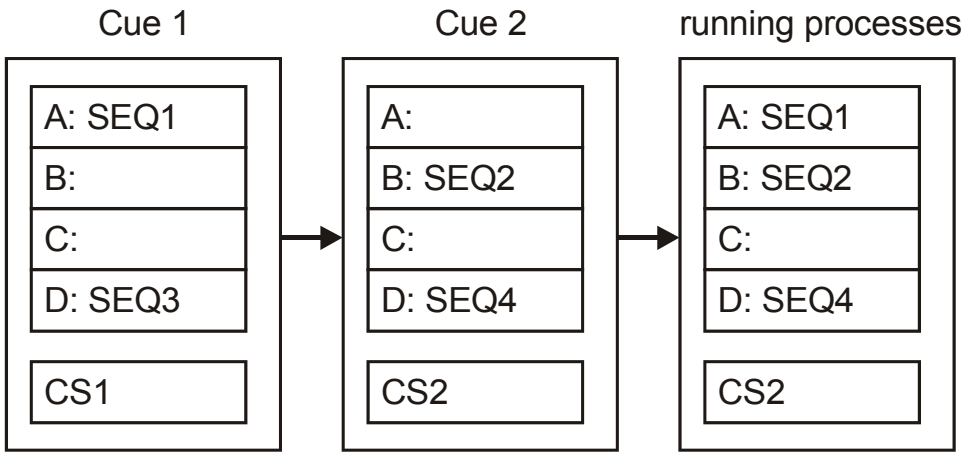
Chapter 11. Run mode features

Before we continue with the run mode features, please make sure that you have programmed some sequences, cue scenes and playback scenes. You need at least 5 of each to properly follow examples in this chapter.

11.1 Sequence transparency across cues

Sequence transparency is default ON. You can switch it OFF in the setup menu.

11.1.1 Transparency enabled



Launch cue1:

- SEQ1 starts running on layer A.
- SEQ3 starts running on layer D.
- CS1 starts running on the cue scene level.

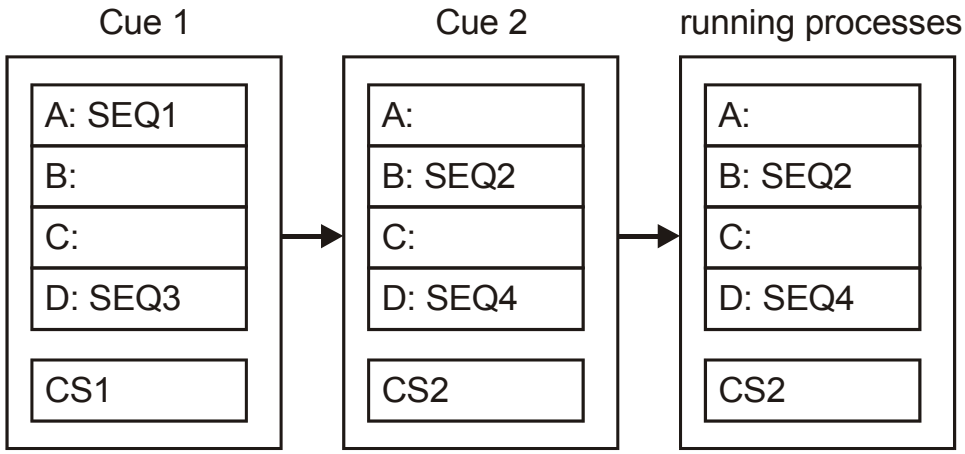
Launch cue2:

- There is no sequence in layer A; SEQ1 from cue1 will keep running.
- SEQ2 starts running on layer B.
- SEQ4 replaces SEQ3 from cue1 because they are both on layer D.
- CS2 replaces CS1 from cue1 because they are both on the cue scene level.

The following processes are running as a result of cue1 followed by cue2:

- SEQ1 is running on layer A.
- SEQ2 is running on layer B.
- SEQ4 is running on layer D.
- CS2 is running on the cue scene level.

11.1.2 Transparency disabled



Launch cue 1:

- SEQ1 starts running on layer A.
- SEQ3 starts running on layer D.
- CS1 starts running on the cue scene level.

Launch cue2:

- Xciter kills the sequence and cue scene processes that were started with cue 1.
- SEQ2 starts running on layer B.
- SEQ4 starts running on layer D.
- CS2 starts running on the cue scene level.

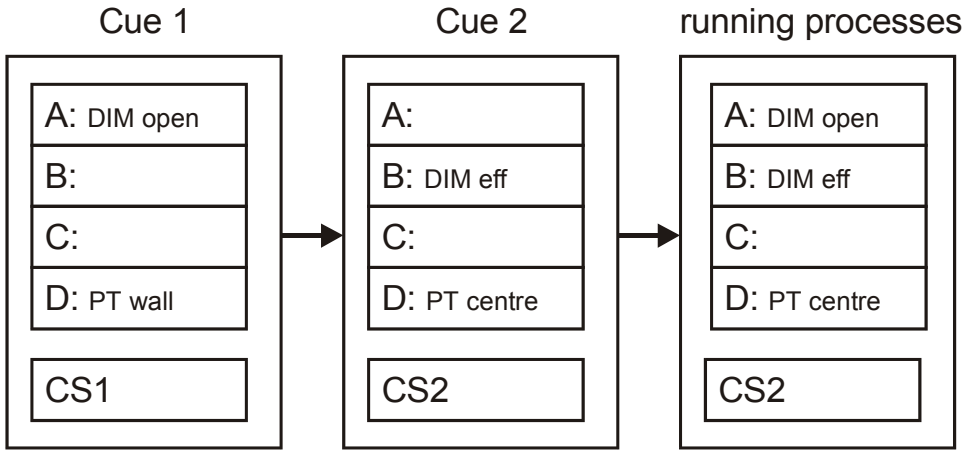
The following processes are running as a result of cue 1 followed by cue 2:

- SEQ2 is running on layer B.
- SEQ4 is running on layer D.
- CS2 is running on the cue scene level.

11.1.3 Precautions

You have to remain consequent when you assign sequences to cues.

Take the following example:



In cue 1 you want the dimmer open and pan/tilt on the wall.

In cue 2 you want a dimmer with effect and pan/tilt to the center of the dance floor.

Cue 1 followed by cue 2 does not produce the results you wanted. OK, pan/tilt goes to the center because you placed both pan/tilt sequences on the same layer. But the dimmer sequence from cue 1 keeps running

on layer A, above the dimmer sequence with effect that starts running on layer B. Because layer A has a higher priority than B, you will not see the dimmer with effect.

Therefore we suggest you use the same principle as most people use in the Martin CASE console.

- Dimmer sequences in A
- Color sequences in B
- Gobo sequences in C
- Pan/tilt sequences in D
- General look (background) in cue scene

You can activate any channels you like in the cue scene to create a complete look. It has the lowest priority, thus it will not be visible until you kill all playbacks and sequences that are running on top of it.

11.2 Basic cue (run mode) dialog

1. Press [CUE] in the intro screen.
   If you are in the programmer, you need to press [ESC] first to exit the programmer.
   Xciter asks to select a cue and shows playback controls on LCD2.
2. Use PG to select a cue page and MATRIX to select a cue number.
   The basic dialog is the first screen to pop up. It shows you the sequences that are currently assigned to the selected cue. This dialog also gives you the controls you need to manipulate sequences live.

3. Press [CUE] again if you wish to exit cue mode.
   Xciter kills all processes (cue, sequences, override playbacks) that are running and goes to default mode.

11.2.1 Activate – deactivate sequences

You can activate and deactivate each sequence separately. Deactivate means you temporarily take the sequence out of the cue. Press the soft key on the left of the sequence to toggle it between active and inactive.

Example: The cue scene puts the dimmer op and the color white. You have a color chase running on layer B. This color chase has a higher priority than the cue scene (see process hierarchy). Thus the colors will be visible on the output. If you deactivate the color chase, the cue scene will take over the color channels and put them white.

11.2.2 Sequence trigger and step mode

The trigger and step mode of each sequence is visible at all times. Take a look at the indicators to the right of each sequence.

Trigger indicators:

I: Internal

M: Manual

A: Audio

B: BPM

Step mode indicators:

>: Forward

<: Backward

^: Bounce

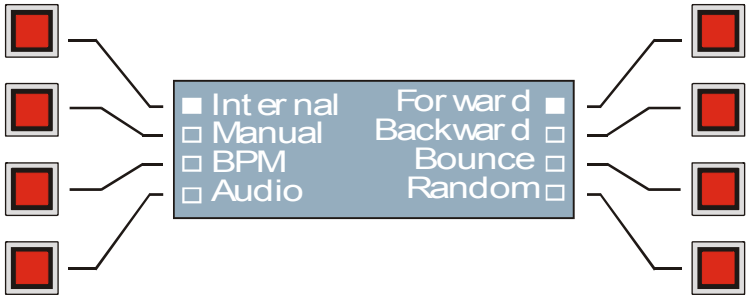
?: Random

Any combination of trigger and step mode may occur.

Example: Default you see 'I>', which means internal forward.

You can change the trigger and step mode for each sequence live.

1. Press the soft key to the right of the sequence you wish to change.
   Xciter displays the trigger and step mode dialog.



2. Select another trigger with the soft keys on the left.
   Select another step mode with the soft keys on the right.
   These changes are immediately visible on the output.
3. Press [ENT] to keep the settings.
   Press [ESC] to return to the previous settings.
   Xciter returns to the basic dialog.

11.2.2.1 Internal trigger

Xciter will use the internal clock to trigger sequences. This means the sequences will run automatically with the scene and fade timings you specified.

11.2.2.2 Manual trigger

All sequences you place in manual will go into single step mode. You can step through them with the previous and next buttons. The run mode setting is ignored. The manual trigger also overrules the wait time of a scene; only the fade time is used to fade between scenes.

11.2.2.3 Audio trigger

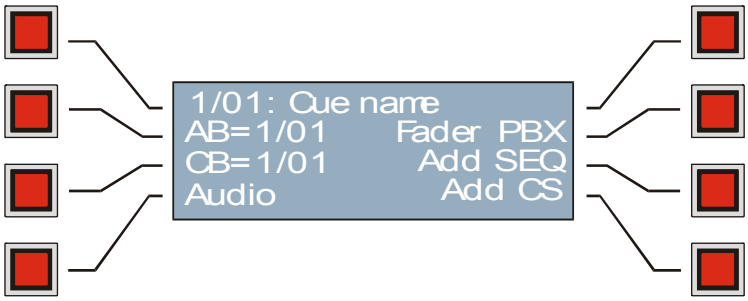
When you choose the audio trigger, the sequence will react to beats from the four band audio filter. Xciter shows the audio trigger dialog. In this dialog you can configure the number of beats before an actual sequence trigger occurs and the audio bands on which to trigger. The audio levels itself are set globally in the advanced cue dialog.

1. Use ARROW or SCR1 to adjust the number of beats.
2. Press the soft keys next to the audio bands to enable / disable them.
3. Press [ENT] to confirm the settings, [ESC] to cancel.
   Xciter returns to the trigger and step mode dialog.

   If you want to keep this setting, you need to store the run mode settings.

11.3 Extended cue (run mode) dialog.

Use [⇳] to swap between the basic and the extended dialog.



The extended dialog shows additional information about the cue and playbacks:

- On the first line you see the name and number of the currently selected cue. The first number is the page; the second number is the cue.
- AP indicates the playback bank that is displayed at the moment.
- CP indicates the playback bank that is currently linked to the cue.

Besides this extra information, the extended dialog holds cue and playback related options:

- Activate / deactivate cue scene.
- Link a playback bank to the cue.
- Audio settings.
- Assign playback scenes to banks and faders.
- Add or replace sequences.
- Add or replace the cue scene.

Xciter stores sequences and cues to a large internal list (see Xciter philosophy). You need to assign them to cue buttons and playback faders in run mode. The extended cue dialog is built for this purpose.

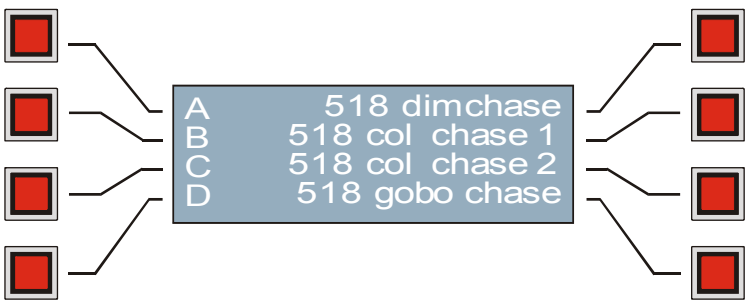
You do not need to switch back to the basic dialog to select other cues. You can also use PG and MATRIX in the extended dialog to select and compose other cues.

11.3.1 Add cue scene

1. Press {Add CS} in the extended dialog.
   Xciter shows the internal list of cue scenes.
2. Use SCR1 to locate the cue you wish to add.
   Press the soft key next to the cue scene to select it.
3. Press [ENT] to confirm, [ESC] to cancel.
   Xciter returns to the extended dialog and launches the cue scene.

11.3.2 Add sequence

1. Press {Add Seq} in the extended dialog.
   Xciter shows the internal list of sequences.



2. Use SCR1 to locate the sequence you wish to add.
   Press the soft key next to the sequence to select it.
3. Select the layer where you wish to place the sequence by pressing {A}, {B}, {C} or {D}.
   Xciter jumps back to the extended dialog and starts the sequence.

   If you want to assign another sequence to the cue, you press [⇳] to re-enter the extended dialog and repeat steps 1-3.

11.3.3 Remove elements from cue

You can only remove cue scenes and sequences from cues in the extended dialog. This prevents accidental removal of cue scenes and sequences during playback.

1. Press [CLEAR] in the extended dialog.

2. Press {A}, {B}, {C} or {D} to remove a single sequence from a certain layer.
   Press {Cue Scene} to delete the cue scene only.
   Press {All seq} to remove all 4 sequences from the layers A, B, C and D.
   Press {All} to remove both the cue scene and the sequences.
   Press [ESC] to return to the basic dialog without deleting anything.

11.3.4 Assign playback scenes to banks and faders

1. Press {Fader PBX} in the extended dialog.
   Xciter shows the internal list of playback scenes.
2. Press the soft key on the right side the playback scene you wish to assign.
3. Use PG and MATRIX or SCR2 to select a playback bank. You can compose up to 160 playback banks of 6 faders.
4. Press SMB under the fader you wish to link to the playback scene.
   Hold [CLEAR], press SMB under the fader and release [CLEAR] to unlink a fader. The link to the playback scene will be gone but the playback scene itself will not be deleted from the internal list.
5. Repeat steps 2-4 until you have finished managing the playback banks.
6. Press [ESC] to exit the playback manager.
   Xciter asks to store the new playback configuration.
7. Press [ENT] to confirm, [ESC] to cancel.
   Xciter returns to the extended cue dialog.

11.3.5 Link a playback bank to a cue

The override playbacks are independent from cues. This means that whatever cue is running, you get the same banks of playbacks. But sometimes you need quick access to a certain bank if you call a cue. Before you can use this function, you have to assign playback scenes to banks and faders.

Example: If you launch a cue for some slow music, you need an override playback to do something on the mirror ball. You can assign a playback bank to that cue. When you launch the cue, Xciter jumps to the bank that you have linked to it. You can still scroll to other banks. If you want to return to bank that is linked to the cue, press the cue button again.

1. Make sure you are in the extended dialog.
2. Use ARROW or SCR2 to locate the playback bank you wish to link.
   AB (Active Bank) shows the number of the playback bank that is currently displayed.

3. Press {CB:} to link the currently selected bank to the current cue.

If you want to keep this setting, you need to store the run mode settings.

11.3.5.1 Audio settings

The audio settings are global, meaning they are the same for all sequences and cues. All sequences you set on the audio trigger instantly react to these settings.

In the top left corner you see the mode of the graphical analyzer. You can switch between signal (S) and differential (D) with the soft key next to it. Signal means you see the actual amplitude of the incoming signals from the audio filters. Differential means you only see the differences in amplitude of the rising edges. The easiest way to set the audio thresholds is with the graphical analyzer in differential mode.

In the top right corner you see the level of the currently selected parameter.

On the bottom line you see the parameter labels:

- S= Sub (60 Hz)
- L= Low (400 Hz)
- M= Mid (1.5 kHz)
- H= High (12.5 kHz)

On the second line from the bottom you see the beat counters for each audio band. A counter will increment by 1 every time an audio beat comes on its audio band. Keep an eye on this counter when you set the audio threshold.

1. Press {Audio}.

2. Press [CLEAR], [LOAD], [•] and [EDIT] to select the audio bands.
   Press [STORE] to select the volume.
3. Use SCR1 to adjust the value.
4. Repeat steps 2 and 3 until you have set all audio bands.
5. Press [ENT] to confirm, [ESC] to cancel.
   Xciter returns to the advanced dialog.

11.4 Store run mode settings

Press [STORE] in the basic or advanced dialog to store the current run mode settings. The following settings are stored:

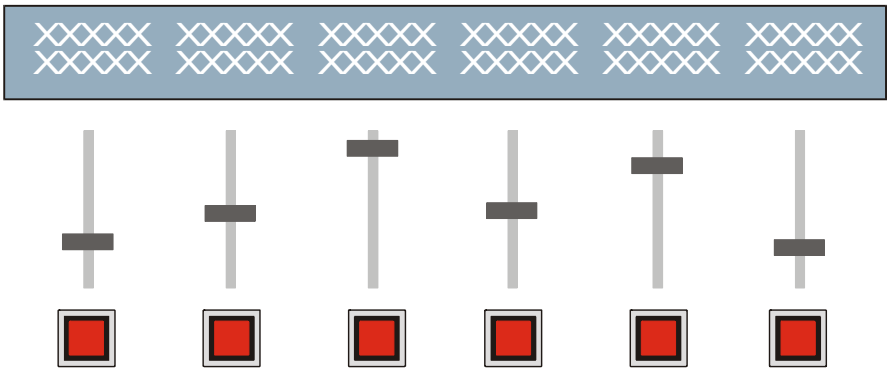
- Assigned sequences and cue scene.
- Trigger and step mode of each sequence.
- Active / inactive condition of each sequence.
- Quick link to playback page.

Example: Add a sequence that strobes the dimmer on layer A and deactivate it. Press [STORE] to store permanently assign the sequence and deactivate it. The next time you call this cue, the sequence will still be present and deactivated. You can activate it again, strobing the dimmer, when it suits the music.

11.5 Playback controls

When you are in cue (run mode), Xciter shows playback controls on LCD2. Playback controls involve the following:

- SMF 1-6
- SMB 1-6
- SCR2
- LCD2



The first things that jump to the eye are the labels. These are actually the PB scene names. Although you can give a name of 15 characters, they are chopped off at 10 characters when they are displayed above the faders. So we recommend you give significant names of 10 characters to PB scenes.

11.5.1 Activate and bounce override playbacks

1. Use SCR2 to scroll through the playback banks.
2. Push SMF (above 3%) to activate the PB and adjust its influence on the output. The higher you push it, the higher the influence of the PB scene.
   The LED in the corresponding SMB lights up to indicate the playback is active and locked.
3. Hit SMB to bounce override playbacks.

11.5.2 Deactivate override playbacks

1. Use SCR2 to scroll through the playback banks.
2. Pull SMF (under 3%) to deactivate the PB.
   The LED in the corresponding SMB goes out.

11.5.3 Auto lock

The moment you activate a PB, it is locked automatically on its current position. Locked means the PB will no longer scroll along with the ones that are inactive.

The moment you deactivate the PB, it is unlocked again.

11.5.4 Hard lock

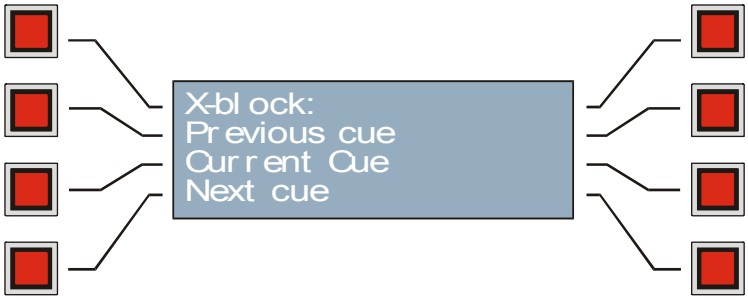
In some cases, you want a PB that never scrolls, a so-called hard locked PB.

Hold [SHIFT], press SMB of the PB you wish to lock and release [SHIFT].

Do the same if you wish to unlock it again.

11.6 Basic cue list dialog

When you press [CL], Xciter enters cue list mode and shows the basic cue list dialog.



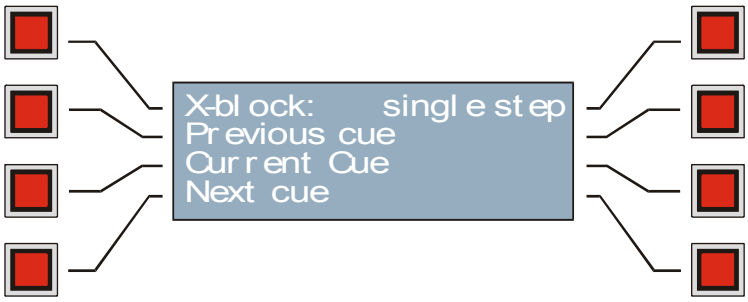
The first line indicates the active transition before the next cue is started. **Example:** If it indicates 'wait for go', the user has to press ARROW to proceed to the next cue in the list. See the section on show element for details on the transition blocks.

The:

- Second line shows the previous cue.
- Third line shows the current cue.
- Fourth line shows the next cue.

Note that the list scrolls, as the cues are launched one after another. The display may also jump across multiple cues as a result of certain transition blocks, like the loop function.

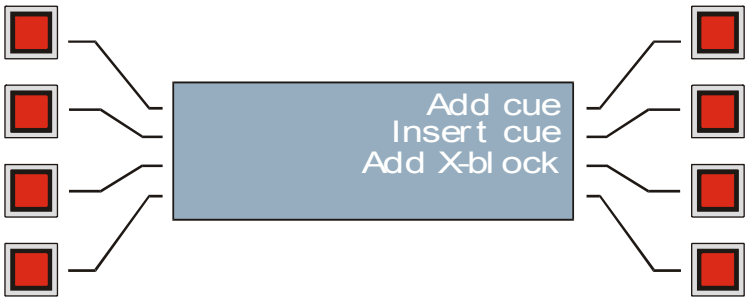
Press the top right soft key to toggle single step mode. All function blocks except the END function are overridden.



Use ARROW or SCR1 to step through the cue list.

11.7 Extended cue list dialog

Press [⇳] to swap between the basic cue dialog and extended dialog.



11.7.1 Add / insert cue

1. Press {Add cue} to add a cue behind the selected cue.
   Press {Insert cue} to insert a cue before the selected one.
   Xciter shows the cue list and puts it in single step mode.
2. Use ARROW or SCR1 to select a cue in the list, where you want to add or insert a new cue.
   Press [ENT] to confirm the selection, [ESC] to cancel. Xciter returns to the extended dialog.
3. Repeat steps 1-2 until you have added the cues you want to have in the list.

At a certain point you will encounter the word ‘END’ in the list. That word is always present in the list. If you add cues behind this word, Xciter will run through them when you deselect the cue list (exit cue list mode or select another cue list). See ‘show elements’ for details.

11.7.2 Add X-block

The X-block or transition block of the current cue determines when and how the next cue in the list is launched. See ‘show elements’ for a description of the transition blocks.

Press {Add X-block} in the extended dialog.

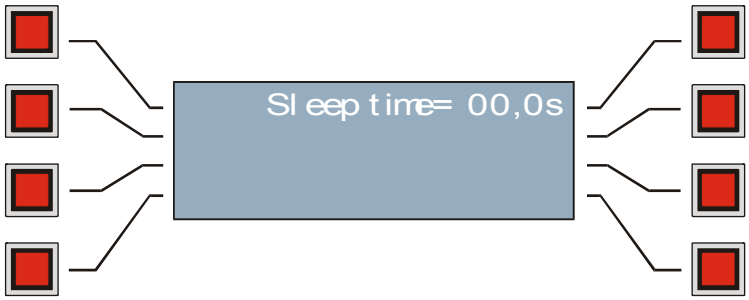
11.7.2.1 Delay

1. Press {Delay}.
   Xciter shows the cue list and puts it in single step mode.
2. Use ARROW or SCR1 to select a cue in the list, where you want to attach the transition block.
   Press [ENT] to confirm the selection, [ESC] to cancel.
   Xciter asks to input a time.

3. Use ARROW or SCR1 to modify the value.
   Use [CLEAR] and MATRIX 1-10 to input a new value.
4. Press [ENT] to confirm, [ESC] to cancel.
   Xciter returns to the extended dialog.

11.7.2.2 Sleep

1. Press {Sleep}.
   Xciter shows the cue list and puts it in single step mode.
2. Use ARROW or SCR1 to select a cue in the list, where you want to attach the transition block.
   Press [ENT] to confirm the selection, [ESC] to cancel.
   Xciter asks to input a time.



3. Use ARROW or SCR1 to modify the value.
   Use [CLEAR] and MATRIX 1-10 to input a new value.

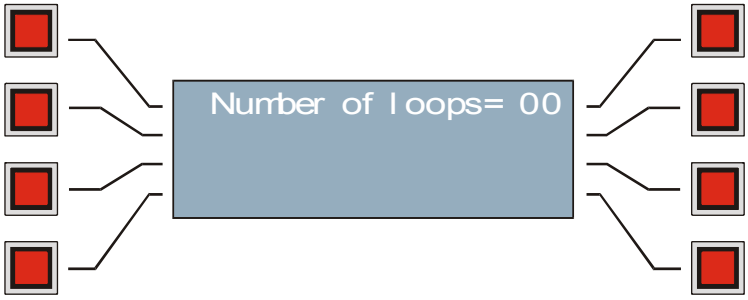
4. Press [ENT] to confirm, [ESC] to cancel.
   Xciter returns to the extended dialog.

11.7.2.3 Wait for go

1. Press {Wait for go}.
   Xciter shows the cue list and puts it in single step mode.
2. Use ARROW or SCR1 to select a cue in the list, where you want to attach the transition block.
   Press [ENT] to confirm the selection, [ESC] to cancel.
   Xciter returns to the extended dialog.

11.7.2.4 Loop

1. Press {Loop}.
   Xciter shows the cue list and puts it in single step mode.
2. Use ARROW or SCR1 to select a cue in the list, where you want to attach the transition block. This is the end of the loop
   Press [ENT] to confirm the selection, [ESC] to cancel.
   Xciter asks to input the number of loops.



3. Use ARROW or SCR1 to modify the value.
   Use [CLEAR] and MATRIX 1-10 to input a new value.
4. Press [ENT] to confirm, [ESC] to cancel.
   When you confirm, Xciter shows the cue list and puts it in single step mode.
5. Use ARROW or SCR1 to select a cue in the list where the loop starts.
   To create a successful loop, you need to select a cue that comes before the transition block. If you select a cue behind the loop block, Xciter jumps to that cue once without making loops.
   Press [ENT] to confirm the selection, [ESC] to cancel.
   Xciter returns to the extended dialog.

Chapter 12. Instant manipulation features

12.1 Pitch control and freeze

The second fader from the left with the center click is the pitch control fader. With this fader you can manipulate all timing parameters (relatively) during playback and programming. Timing parameters include scene time, fade time and speed of all effect engines.

When the fader is in the center (click) the Xciter runs with the original timings you programmed.

Press [Freeze] to momentarily stop all sequences and effects that are running.

Hold [SHIFT] and press [Freeze] to lock the freeze function. Release it again by pressing [Freeze].

12.2 Master, Master Flash and Black Out

The first fader on the left controls the master intensity. Use it to manipulate the relative intensity of fixtures and generic dimmers. For those fixtures that do not have a dimmer, Xciter has the shutter close value (see library). This value is sent to those particular fixtures, when you pull the master intensity below 3%.

Press MB to momentarily drive fixtures and dimmers to their full intensity.

Press [BO] to make all devices and dimmers dark.

Remember that you can exclude certain fixtures from master and from blackout (see patch). Fixtures that have these flags set in the patch are not affected by the master fader and/or black out.

12.3 DA buttons: SMK, STRB, EXT1 and EXT2

To setup DA buttons (see patch) requires some experience in the sense that you have to know what is attached to your physical DMX channels.

Example: To program direct access of your DMX controlled smoke machine, you have to know its physical whereabouts on the DMX chain.

Remember the DA scene is very high priority, even higher than the programmer.

Example: If you activate all channels in a DA scene, that scene will override everything when you activate it during run mode.

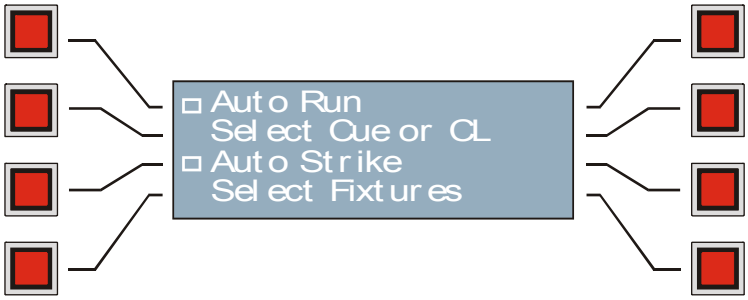
- Press DA to activate the DA scene behind it.
  The scene stays active as long as you push the button.
- Hold [SHIFT], press DA and release [SHIFT] to lock the DA scene.
  Press the same DA button to release the DA scene again.

Chapter 13. Auto run

When auto run is enabled, Xciter will run a certain cue or cue list after startup. With the auto run comes the additional auto strike option. When enabled, the auto strike function strikes all fixtures with a lamp on procedure after startup, before it starts running the cue or cue list.

Example: When the operator is late, other persons, who do not know the console, can still do a lamp on and start up a small show with the auto run function.

1. Press {Auto run} in the setup menu.



2. Press {Auto Run} to enable/disable auto run.
3. Press {Auto Strike} to enable/disable auto strike.
4. Press {Select Cue or CL}.
5. Press [Cue] and use PG + MATRIX to select a cue or press [CL] and use PG + MATRIX to select a cue list.
6. Press {Select Fixtures}.
7. Use MATRIX to select the fixtures you wish to strike.
8. Press [ESC] exit the auto run dialog and return to the setup menu.

Chapter 14. User mode

The user mode determines how accessible the console is. There are three user modes.

14.1 Different modes for different people

14.1.1 Programmer mode

In programmer mode you have access to every function of the Xciter.

14.1.2 Operator (run) mode

You have access to all playback functions.

The following functions are disabled. Pressing deactivated buttons will not have any effect.

- You cannot change show data. [Edit] and [Store] are disabled.

Example: Even if you are the Xciter programmer, you can safely operate the console in this mode.

Example: Your resident DJ knows the controller well and you want him to get the best out of it.

14.1.3 Dummy mode

You have limited access to playback functions and cannot edit or store. This is the safest user mode.

The following functions are disabled. Pressing deactivated buttons will not have any effect. You cannot:

- Change show data. [Edit] and [Store] are disabled.
- Do manual override of devices. [Fix], [Dim], [Clear] and [Load] are disabled.
- Start/stop sequences or change sequence run mode. The soft keys on LCD1 are disabled.

Example: At an exhibition you want to increase interactivity with certain art objects. So you have visitors, who do not know anything about light, operate the console and change the lighting themselves.

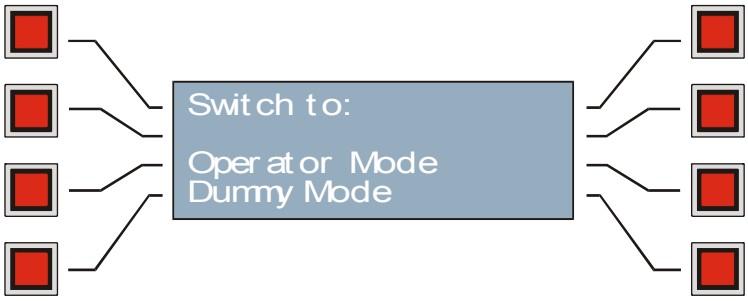
Example: You have a visiting DJ who does not know anything about the console.

14.2 Changing user modes

14.2.1 From programmer to other

In programmer mode, Xciter allows you to access the setup menu immediately.

1. Press {User Mode} in the setup menu

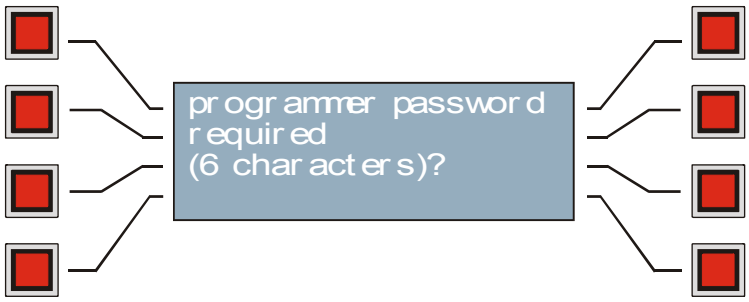


2. Press {Operator Mode} to switch to operator mode.
3. Press {Dummy Mode} to switch to dummy mode.
4. Press [ESC] if you wish to leave the user mode dialog without switching.

Once you have selected a user mode, Xciter will jump back to the intro screens and switch to that mode.

14.2.2 From other to programmer

In a user mode other than programmer Xciter will ask for the programmer password when you try to enter the setup menu.



1. Use MATRIX numbers and MATRIX letters to enter the password.
2. Press [ENT] to confirm, [ESC] to cancel.

   If you have provided the right password, Xciter will switch to programmer mode and enter the setup menu.

   If you have forgotten the password, you can find it on the back of the console.

Chapter 15. Interface configuration

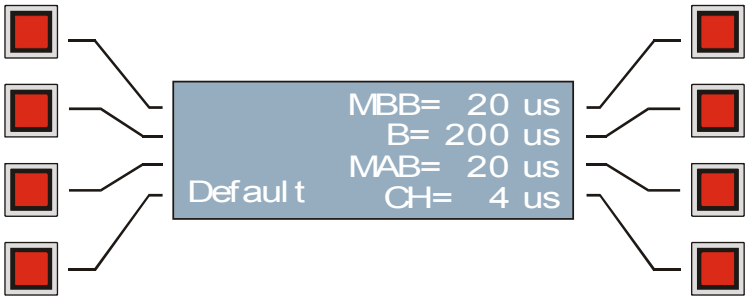
Warning: For experienced users only!

Press {Interfaces} in the setup menu to go to the interface menu.

15.1 DMX timings

The standard DMX refresh rate of the Xciter is 33 Hz. Some fixtures may not work at this rate. In that case, you need to lower the refresh rate.

1. Press {DMX} in the interface menu



2. Press {MBB} to adjust the Mark Before Break length.
   Use ARROW or SCR1 to modify the value.
   Use [Clear] and MATRIX to input a new number.
   Press [ENT] to keep the new value, [ESC] to decline and return to the previous value.
3. Press {B} to adjust the Break length.
   Use ARROW or SCR1 to modify the value.
   Use [Clear] and MATRIX to input a new number.
   Press [ENT] to keep the new value, [ESC] to decline and return to the previous value.
4. Press {MAB} to adjust the Mark After Break length.
   Use ARROW or SCR1 to modify the value.
   Use [Clear] and MATRIX to input a new number.
   Press [ENT] to keep the new value, [ESC] to decline and return to the previous value.
5. Press {CH} to adjust the length between channels.
   Use ARROW or SCR1 to modify the value.
   Use [Clear] and MATRIX to input a new number.
   Press [ENT] to keep the new value, [ESC] to decline and return to the previous value.
6. Press [ESC] to return to the interface configuration menu.

   In case you want all values to return to factory default, press {Default}. Xciter will ask for confirmation.

15.2 Master/Slave Configuration

These settings are only useful if you are linking two or more consoles together. You need to make one console master and the other(s) slave. Once they are properly connected and configured, slave(s) will execute cue and playback commands in parallel with the master.

Example: If you launch a cue on the master, the slave(s) will launch the same cue.

The master/slave feature comes in handy when you need more than 40 fixtures or an extra DMX universe.

1. Press {Master/Slave} in the interface menu.

2. Press {Master} or {Slave} if you want to put the controller in master or slave.
   A full square indicates the current mode.
3. Press {DMX address}.
   Use ARROW or SCR1 to adjust the value.
   Use [Clear] and MATRIX to input a new number.
   Press [ENT] to keep the new value, [ESC] to return to the previous one.

   If you select a DMX address that is occupied by a fixture or dimmer, Xciter reports this and asks you to select another address.

   You also have to make sure that this address is identical on the master and all slaves.
4. Press [ESC] to exit the master/slave dialog and return to the interface menu.

Chapter 16. PC software

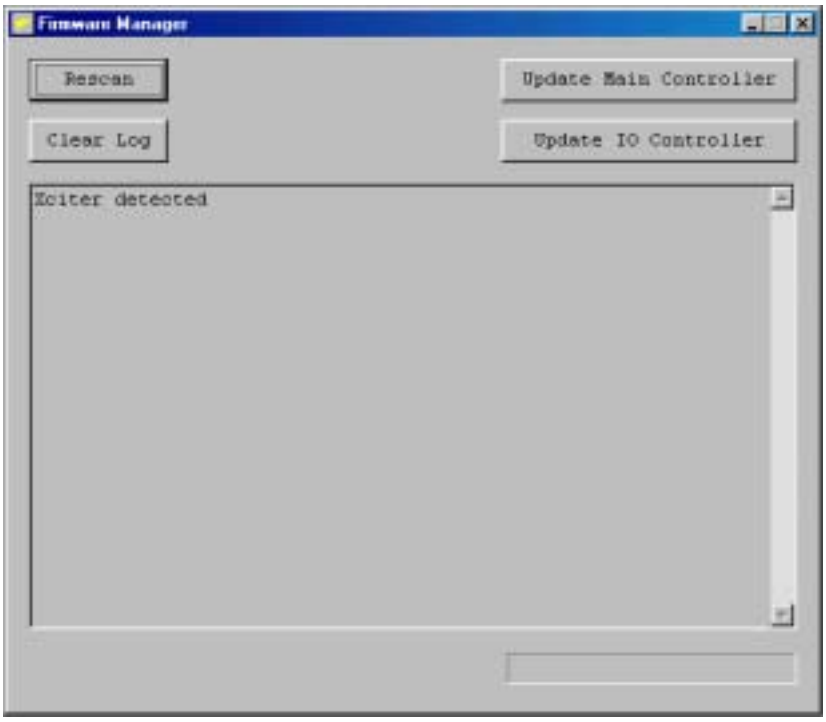
16.1 Software installation

Run ‘Install.exe’ from the Xciter CD. This will install all necessary application files and drivers to your PC or laptop.

16.2 Firmware manager

Use this application to update the firmware in your console. You can download new firmware from the Martin support site (http://www.martin.dk).

1. Make sure Xciter is connected to the PC.
2. Press {Firmware Update} in Xciter’s setup menu.
3. Start the FM (Firmware Manager) application.



4. If Xciter is not detected, the software reports this and dims the update buttons. Press ‘Rescan’ if you want the software to scan for Xciter again. If the software keeps giving an error message, contact the nearest Martin dealer for advice.

IMPORTANT:

- **We recommend you upgrade Xciter firmware in a ‘power safe’ environment. If Xciter blacks out during firmware update, the console may no longer work.**
- **DO NOT reboot the console after an update failure, as the console may not work anymore.**
- **DO NOT upload the same firmware version again and again. This may cause damage to some hardware components.**

If the console no longer works after an update, you need to contact the nearest Martin dealer for advice or repair.

16.2.1 Update IO processor

1. Press ‘update IO processor’.
2. Select the b6-file that you wish to upload to the Xciter. You can find firmware updates on the Martin support site.
   The software reports an error if you have selected an invalid file.

3. The software also warns you if you are uploading an older or the same firmware version.
   Press ‘Yes’ to proceed, ‘No’ to cancel.
4. You may reboot the console, only if the software reports a successful update.

16.2.2 Update main processor

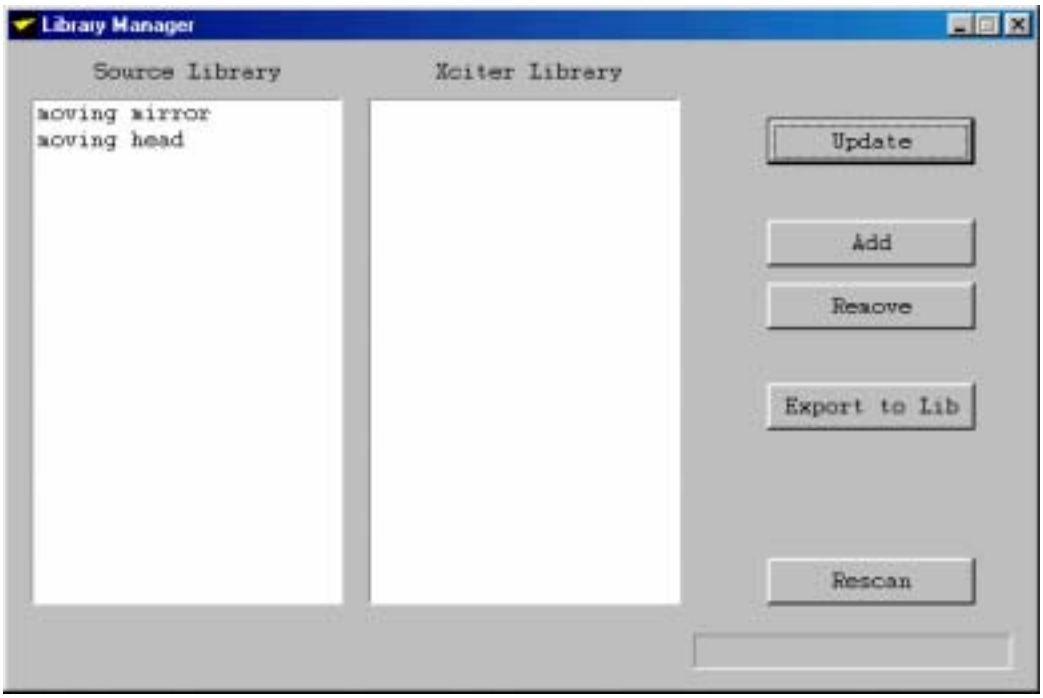
1. Press ‘update main processor’.
2. Select the bin-file that you wish to upload to the Xciter. You can find firmware updates on the Martin support site.
   The software reports an error if you have selected an invalid file.
3. The software also warns you if you are uploading an older or the same firmware version.
   Press ‘Yes’ to proceed, ‘No’ to cancel.
4. You may reboot the console, only if the software reports a successful update.

16.3 Library manager

Use this application to manage the Xciter library from PC.

For example, you can add fixture definitions that you have downloaded from the Martin support site.

1. Make sure Xciter is connected to the PC.
2. Start the LM (Library Manager) application.
   The software gets all fixture definitions that are inside Xciter’s library and puts them in the right tree. It also reads the PC library and displays it in the left tree.



3. If Xciter is not detected, the software reports this and dims the update button. Press ‘Rescan’ if you want the software to scan for Xciter again. If the software keeps giving an error message, contact the nearest Martin dealer for advice.

16.3.1 Add a fixture definition

1. Select fixture definition(s) from the left tree.
2. Press ‘Add’ to add the selected fixture definition(s) to the right tree.
   The software gives a warning if the fixture definition is already in the library.
   Press ‘Yes’ to overwrite, ‘No’ to skip and keep the original.

16.3.2 Update main processor

1. Select fixture definition(s) from the right tree.

2. Press ‘Remove’ to remove the selected fixture definition(s) from the Xciter library.

16.3.3 Update Xciter library.

1. Press ‘Update’ to upload your changes to Xciter.
   The application will display an error in case you want to remove a fixture definition that is used in the patch.
2. Wait until the application reports a successful update.

16.3.4 Export to lib

You can export a fixture definition from Xciter’s internal library to the library on PC.

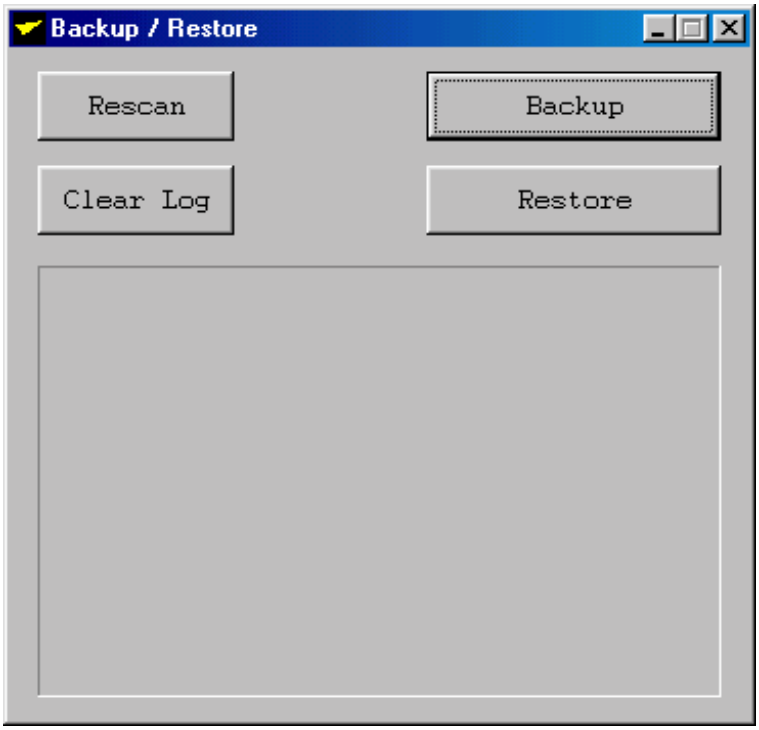
1. Select the fixture definition(s) you wish to export.
2. Press ‘Export to lib’.

   The application will place the fixture definitions in the ‘library’ folder. DO NOT change anything to the structure of this folder. If you do, the library manager will not run properly and you will have to re-install the PC software.

16.4 Backup / Restore

Use this application to backup Xciter’s entire data structure to your PC or laptop. If something happens to your show, you can restore it with the last backup you have made.

1. Make sure Xciter is connected to the PC.
2. Start the BR (Backup / Restore) application.



3. If Xciter is not detected, the software reports this and dims the update button. Press ‘Rescan’ if you want the software to scan for Xciter again. If the software keeps giving an error message, contact the nearest Martin dealer for advice.

Chapter 17. Specifications - Xciter

Dimensions

Length x width x height: 483 x 265 x 120mm (19 x 10.4 x 4.7 in.)

Weight: 4.65 kg (10.3 lbs)

Power supply

Operating range: 85-265V AC, 50–60Hz

Maximum power: 15W

Processing power

High-end Infineon micro-controller at 40MHz

2MB of fast working memory

8MB of high endurance storage memory

Separate processor for IO handling

Interfaces

1 x DMX in (5P XLR male)

1 x DMX out (3 & 5P XLR female)

1 x MIDI in (DIN5 female)

1 x MIDI out (DIN5 female)

1 x MIDI through (DIN5 female)

1 x USB slave port (USB B)

1 x audio in (5mm mono jack)

1 x internal microphone

1 x IIC expansion port (DIN5 female)

Controls

Soft power button with 2 sec switch off safety

Master fader to adjust general light intensity

Master flash button

Black-out button

Pitch fader with center click to adjust sequence timing during playback

Freeze button

6 faders and flash buttons for parameter control and direct access scenes during playback

Programmable smoke, strobe, extra 1 and extra 2 buttons

40 x 2 character LCD with blue backlight to show fader labels (parameters and values)

Jog wheel to scroll through fader pages

20 x 4 character LCD with blue backlight to show menus and dialogues

8 soft buttons to select items on the display

Jog wheel to scroll through lists and input data

ESC and ENTER buttons for menu and dialogue control

Dim button for direct access to dimmer channels

Fix button to control fixtures

Cue button to launch single cues

Cue list button to activate cue lists

8 page buttons to select cue pages and fixture groups

20 general purpose buttons to select cues, select fixtures and input data

Shift key to access secondary functions of certain buttons

Previous and next buttons used for single stepping, inputting data, navigation

Joystick for pan / tilt control with built-in button to toggle coarse / fine

Pan exclude button

Tilt exclude button

Home button to send all selected fixture to their home position

Soft wrist pad for comfortable control

USB A connector for desk light

USB B connector for PC link

Programming facilities

20 fixtures of maximum 48 channels – (total max. 512 physical channels)

Built in Martin fixture library

Fixture editor to create your own fixture profiles

160 cues containing 4 sequences running simultaneously

Up to 160 cue lists (go, chase, wait functionality)

Built in dimmer functionality

Pan / tilt effects with timing effects

Effects for all channels with timing effects

Relative and absolute mode

6 manual override scenes during playback

20 presets

Sequence trigger modes: internal clock, manual, audio (4-band, adjustable levels), BPM (with record mode)

Sequence options: forward, backward, bounce, random

Auto-start function with lamp on

Export / import show, library via USB link to PC

Included items

User manual

5 meter (16 ft.) 3-pin XLR cable

XLR termination plug

3-wire 1.5 meter (5 ft.) IEC mains cable

Ordering information

Xciter ctrl; 90-260V, 50-60Hz: P/N 90736000